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Cover: Courtesy of Domark
Our three part trailer for the new Bond game reaches its thrilling climax on page 12!

NEXT ISSUE ON SALE 16th JULY

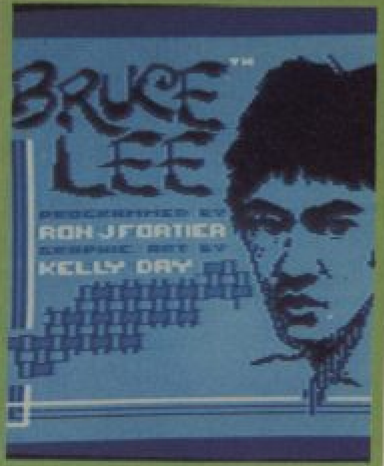
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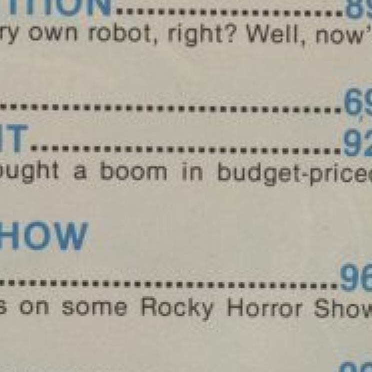


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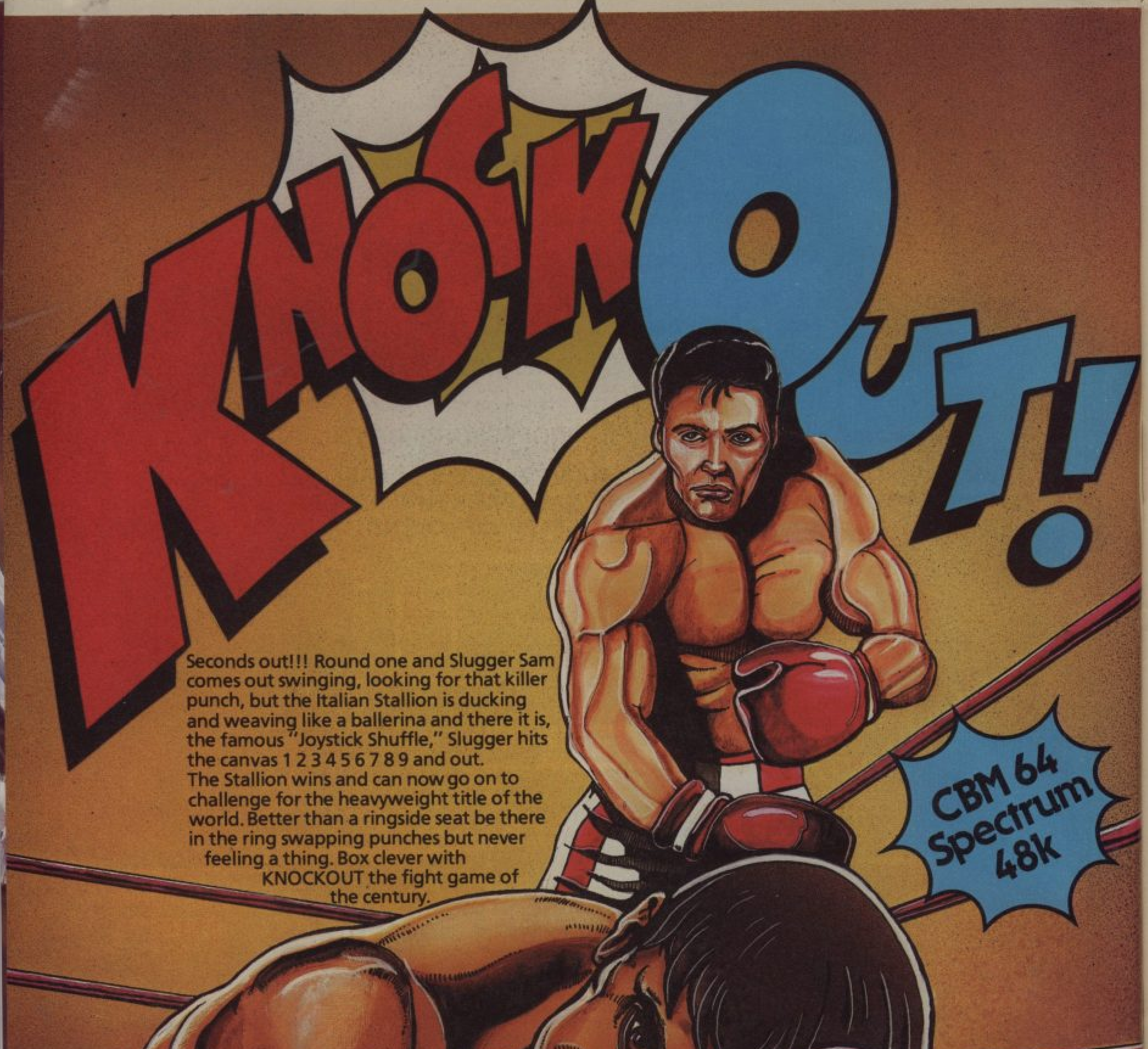
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Turn to page *105* to read more about these new and exciting developments.

NEWS AND REVIEWS



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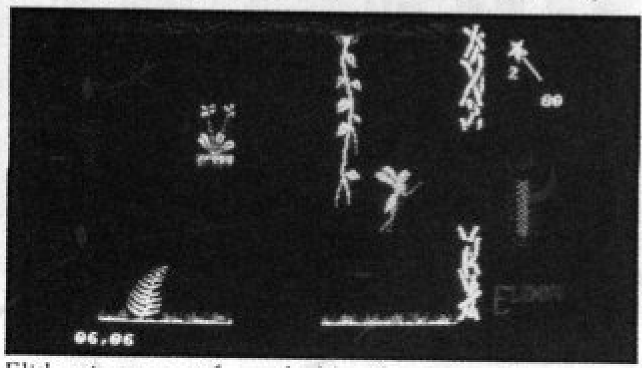
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ELIDON





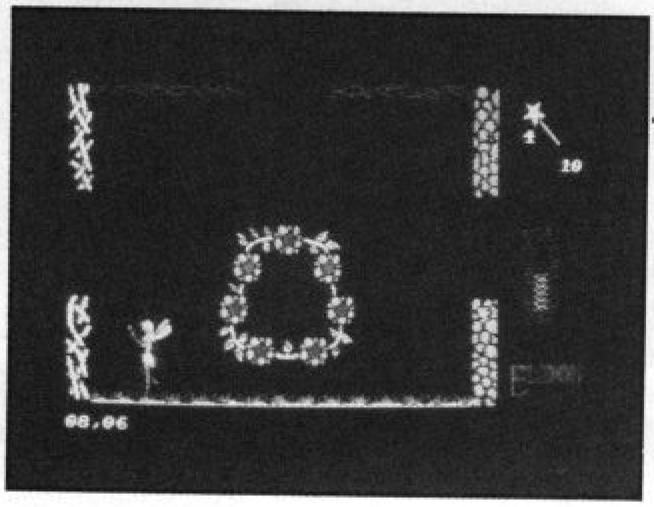
Elidon is a secret forest hidden from mortal eyes. It is a place of magic, inhabited by tree spirits and the shy fairy folk. They dance and flitter in the crisp morning air.

In a time long since past, Queen Finvarra was the ruler of this magic place.

She foresaw troubles could one day befall Elidon and left magic flowers that would protect it from outsiders. Each year they must be collected in order that Elidon may survive.

Once gathered, the flowers are made into a garland that the Queen wears at the May ball.





Now the magical world of Elidon has been captured by Orpheus as a computer game.

And *Computer & Video Games* and Orpheus have come up with a great magical fairy competition.

Top prize is a Commodore 64 computer and the ten runners-up will receive copies of *Elidon* in handmade wooden presentation caskets.

All you have to do is answer the three simple questions printed with the entry coupon.

Send your answers with the printed coupon to Elidon competition, *Computer & Video Games*, 30-32 Farringdon Lane, London EC1 3AV. The closing date is July 16 and the editor's decision is final.

C&VG/ORPHEUS ELIDON COMPETITION

Name..

Address..

....

....

Questions.

1 What is the name of the person in William Shakespeare's play, *A Midsummer Night's Dream*, who ends up with an ass's head?........................

2 J M Barrie wrote a story about Never Never Land. What is it called?

....

3 A sprite is another name for a fairy, spirit, elf or goblin. But what is a sprite in computer language?....................

I want to win this competition because (not more than 20 words)

....

....

....





DESIGNER OF ELIDON

Name: John B. Marshall
Born: Ipswich, 1966
Game: Elidon.

John Marshall was conceived and created in Ipswich, Suffolk 18 long years ago. The slight non-conformist young man saved up the money from his paper round and purchased an MK 14. This created the desire, and with a part exchange allowance, after much haggling, he graduated to an Ohio Superboard. On this he wrote a few games, selling them through PCW, and got a lot of fun and excitement (as well as the £50). His first professional task (on a friend's borrowed Oric 1), was to create a string of games — *Centipede* and *The Ultra* for PSS, followed closely by *Ratsplat* for Tansoft.

John joined Orpheus full time last December and most of his time has been spent on *Elidon*, his first title for the Commodore 64.

His aspirations, apart from gold-plating his TR6, are to produce more high quality games such as *Elidon*.

He enjoys being good and is already several steps on the way to being the best.

Favourite Food: Chinese Steamed Dumplings.
Favourite Drink: Perrier water.
Favourite TV Programme: Young Ones.
Countries visited: America, Portugal, Jordan, Dubai, France, Germany, Austria.
Favourite Computer Program: Lunar Jet Man
Favourite Music: Restless, Big Country, Clash.
The thing I hate most about the computer industry: Zoomers.

H-O-T G-O-S-S-I-P



BRUNO'S OK K.O.

It's seconds out for the latest hit game from **Elite.** And when we say HIT we mean it as champion boxer Frank Bruno is the star!

You become Bruno in a quest for the computer boxing world title. You take on eighty beefy big and bouncy opponents in eight three minute bouts which really test your skill and stamina.

The graphics — as you can see from our screen shot are some of the best around for the good old Spectrum. And there will be Commodore and Amstrad versions of *Frank Bruno's Boxing* too. The Spectrum graphics feature some of the largest animated characters ever seen on this machine.

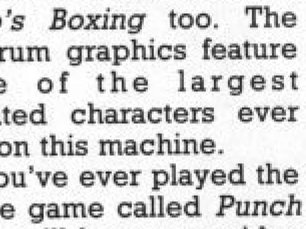
If you've ever played the arcade game called *Punch Out*, you'll have some idea what this game is all about. You control Bruno's powerful punch.

The more hits you land on your opponent the more powerful your punch gets — working up to the killer KO punch which flattens your opponent. But your power points are knocked off if you let the other fighter knock you about!

If you defeat your opponent then you get a bash at the next one. After each victory you'll get a code to enter which enables you to load up the next fight. This means that you don't have to go back to confront the "lesser" fighters again once you've played the game a few times.

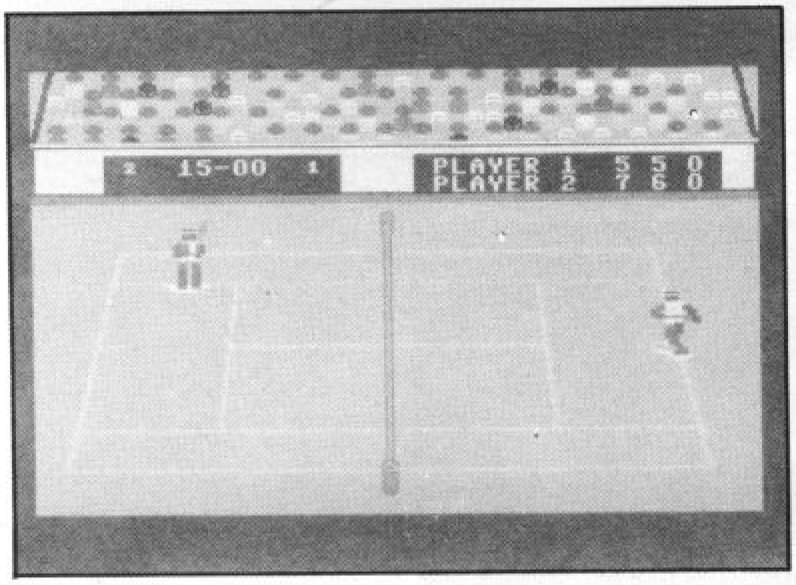
We'll have a full review of Frank Bruno's Boxing from **Elite,** plus an exclusive **Elite/Nike** sportswear competition next issue. Don't you dare miss it!





The world famous Man of Steel will be coming up against a mighty *Monolith* soon. Yes, *Superman* the evergreen DC comics hero, will be the star of a new game on a new label. *Beyond Software* are the people behind *Monolith* so you can be sure of a high quality game.

The Superman game has been licensed from the US company First Star Software — the *Boulder Dash* people.



FACE THE ACE

Barley water at the ready, I settled down to play Commodore *Tennis* on my 64. Amidst cries of "You cannot be serious", I took the computer on at level four — the hardest level — and proceeded to get well and truly thrashed.

Having got that out of my system, I can tell you about the game! Commodore *Tennis* takes the mantle from Psions' *Matchpoint* on many points. It has larger, more life-like graphics, a cleaner score display and a fun touch at the end.

There are four levels of difficulty for a one player game and the obligatory two player mode — Almost all sports are better against a friend. You can also choose whatever colour kit you like.

It is the best of three sets and is played to proper LTA rules. You can control your position on serving and the pace by prudent prodding of the fire button, and all court mobility is essential to cover those volleys and drives. The feel of the game is close to Psion's and in this respect there is little to choose between them.

The graphics are on the same lines as *International Soccer* and are large and well defined. The court is set horizontally on screen (the Psion version has a vertical view).

The crowd are wilder in the Commodore version — they reach frenzy pitch as the action hots up.

Guess who's the tennis fan in real life?!

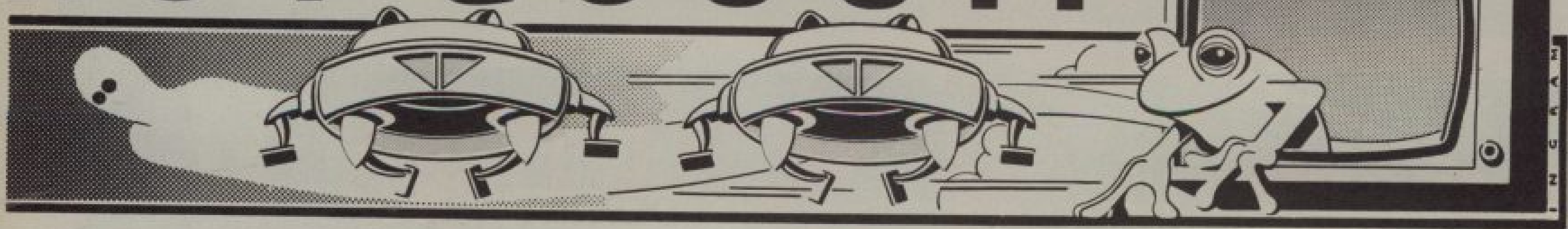
The scoreboard is set laterally behind the playing court and is large and clear, as is the marking of points to players.

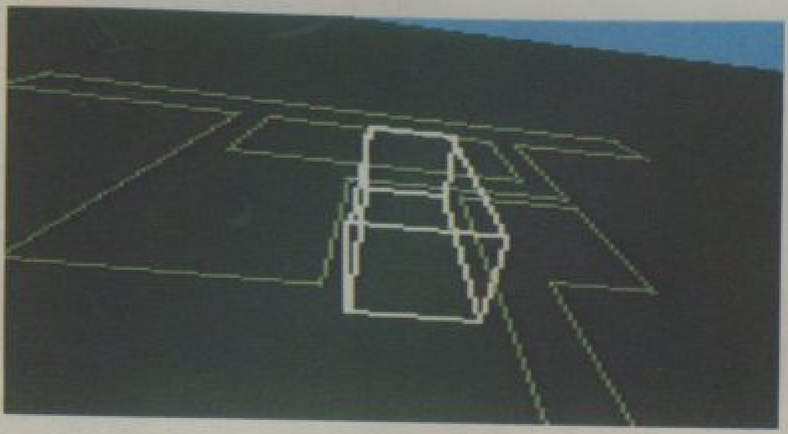
When the match is over, you lift your arms in triumph and your opponent runs off in disgust. You are then subjected to film style scrolling credits for the production of the game and the final statement that this game was "A CBM Sports Presentation". Whatever next!

I am a great fan of the Psion original but I feel its time has passed and the Commodore version is better.

It will be available on tape for £5.99 and will be released around Wimbledon time.

H·O·T G·O·S·S·I·P





MERCENARY MANOEUVRES

Wouldn't it be nice if you could have the three-dimensional graphics of *Elite* and the true playability of *Solo Flight?* Well now you can — in a hot new game called *Mercenary*.

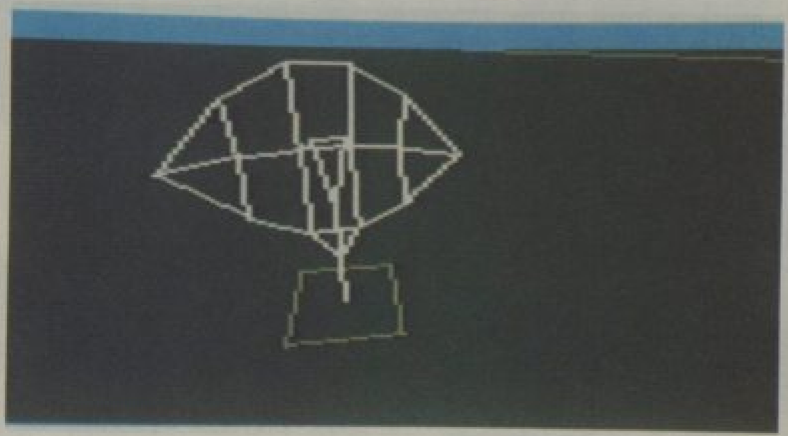
The game, for the C64 and Atari, is from *Novagen*, and the programmer is a very talented man by the name of *Paul Wokes*. Paul has spent eight months so far creating his 3D masterpiece — when I saw the game it was still six weeks away from completion. But the game is so amazing, I can't wait any longer. I HAVE to tell you about it!

You take the role of a 21st Century Mercenary who travels from a colony-ship orbiting the Planet Targ to the planet below in search of supplies and energy crystals.

You are presented with two basic scenarios, flying above the planet, or exploring below in the underground chambers. Visually this game is truly stunning — air-sick bags at the ready! Flying above the planet, you will encounter radar posts, airports, a bridge, pylons, roads and a Cuboid to name but a few spectacular 3D constructions.

To help you along the way is Benson, a ninth generation robot. He will inform you — by a series of scrolling text messages — of your current status and will relay any messages from the colony-ship or enemy.

You fly down to the planet surface to seek out various objects. All the objects are drawn in wire-frame and the



3D routines are in a class of their own!

You can fly into, up, around, down and across some of the planets' installations.

Playing this game is so exhilarating! The way you can approach objects from a distance and enter them and move around inside them in TOTAL 3D perspective is an experience you will not forget. Two objects that really stunned me were the 3x3 Cuboid and the bridge.

I entered the Cuboid from the top, flew straight down it, looked back up, moved from corner to corner and backed away from it into the distance in complete 3D perspective. A-mazing!

The bridge was also unique. I flew over it, did a 180 degree loop the loop and dived down below its "legs".

I have concentrated on the graphics heavily but game play is equally absorbing.

On the planet there are Mechanoids who are willing to bribe you to work for them. However, YOU will have to work out how to communicate with them.

This game is NOT a flight simulator and incorporates a flight sequence, zapping and some adventure puzzles.

You will start every game with varying amounts of fuel — and possibly other variables still to be determined by Paul — plus random planet features. So every game will be different.

On your travels, you will find passages leading underground. You enter these by swooping out of the sky and zooming down a tunnel into an underground hangar.

Now the puzzles begin. You can leave your craft and hot-foot around trying to find crystals and other goodies to line your pockets with.

However, there is a room with "Do Not Enter" on the door. Now do as you are told and leave this room well alone. I know its secrets and they are TERRIBLE!

To leave the chambers, you must find your way back to your spaceship and carefully manoeuvre through an opening to the surface.

The planet's surface is well over 1,000 screens long on the 64 version and around 500 on the Atari. It comprises sectors each of around 250 "screens" to be investigated.

Just one final mention of the radar post on the surface. This is shaped like an oblong leaf and rotates a full 360 degrees as you approach it from any angle. You can actually fly into the curved dish as it rotates around you! Such is the power of Paul Wokes' 3D plotting routines!

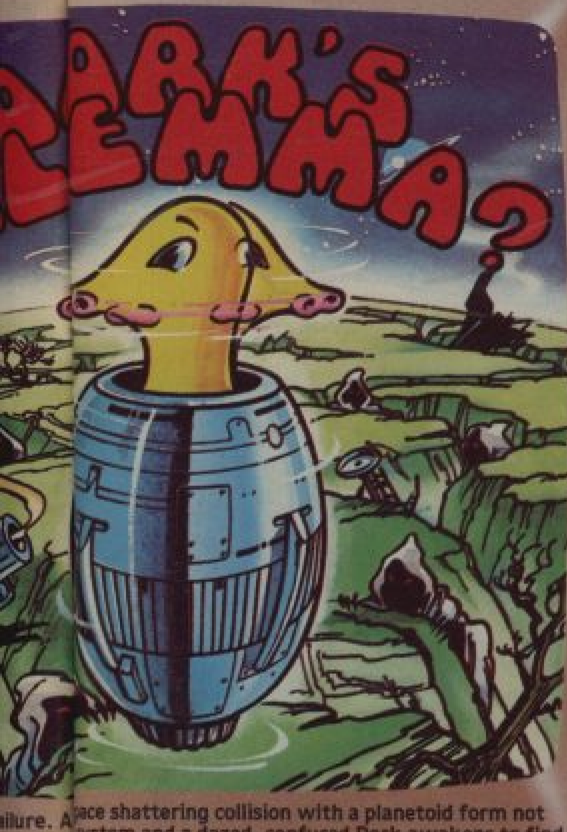
Mercenary will be released for the Commodore 64 and Atari around the beginning of July. There are plans to convert it for the BBC/Electron, Spectrum and Amstrad. It will retail for £9.95 on tape and £12.95 on disc.

1. Prepare for the invasion of the 1541s. Commodore are set to release around 50,000 1541 disc drives to the public. This will be in the form of a disc club where a disc drive is given free but you are committed to buying a set amount of software over the coming year.

2. Talking of drives, I received a fun item from a hacker. It's called *Drive Music* and is 1k long. I loaded it in my 64 and ran it and my drive then started to play a tune!, "Daisy, Daisy give me your answer do." Blah, blah, blah . . .

It must have taken someone an awfully long time to program, or has Commodore installed a new SID chip in its drive?

...his finger on the buttons ...



ailure. A ...ace shattering collision with a planetoid form not
...lised sola...ystem and a dazed, confused Dork awakens to find
...ship stri...ed and hidden throughout the underworld kingdom
...f the evil little Zowbats.
...wbats! D... little creatures living in an underground maze.

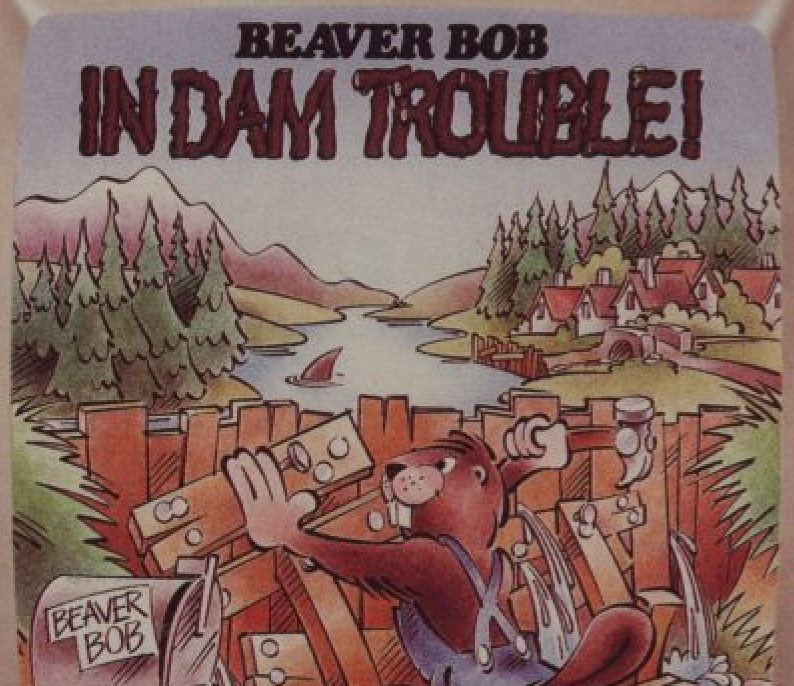


Tycoon Tex is a 'rootin', oil tycoon in the true wild west tradition. Guns blazing, the faster he can make his pipeline patrol the quicker he can add to his bank balance. Sand, ice or snow can't halt Tex's speedy draw as he fights off the dangers of falling bombs, arrows, surface missiles, and crash explosives.





... Grumpy ...mphrey,
...departm... store
...ves, cage... gorilla
...ill?



Chased by sharks, crocodiles and a host of underwater nasties. Hounded by irate townsfolk, angered at the drought his dams are causing. Bob seems destined for a life of havoc, not the peaceful rest he has always longed for.



The underworld are rallying round to help this innocent folkhero throw off the chains of oppression and find a new life in a sunnier climate. But even the best kept secrets can be betrayed and Monty must surface at some time on his journey to the channel ports.

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ELIDON

With the awakening of Spring, in the secret forest of Elidon, comes the seven magical flowers of Finvarra which will grace the crown of our Queen. I have been chosen to search for the ethereal flasks of potion needed to make the flowers bloom. Yet the forest has dark, evil places where jealous tree spirits whisper and hide, hungry for the dust that sustains me. I have only you to guide me, in my hazardous task. A stunningly animated arcade adventure for the C·O·M·M·O·D·O·R·E 64



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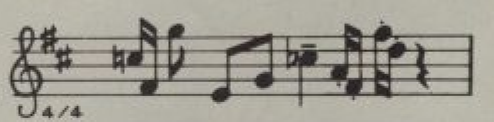


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G·A·M·E·S N·E·W·S



LIVING FANTASY

Plans are underway to build Britain's first computerised fantasy world of action and adventure at Wellington Pier, Great Yarmouth.

Tenant Leisure Developments Ltd want to open a Laser Combat Area by next summer.

The initial cost of the development — which is still subject to planning permission — will be around £2 million.

The Laser Combat Area will be similar to the Planet Photon Centre which opened in Dallas in 1984 — the first of what have been described as "interactive participation games."

Photon has been attracting nearly 3,000 adventurers each week, who pay $3.00 to take part in a six minute game. It is played by two teams of five or six people.

Dressed as space soldiers, they battle against one another amid strange surroundings of lights, music and smoke.

All the equipment is linked by radio signals to computers which run custom-designed software for the game. The computers also note when a player has been hit and credits the score of the attacking player. Each team strives for maximum points.

Architect, Mr Peter Dean, of the Paul Robinson Partnership which is acting for the developers, says the Laser Combat Area will take entertainment and leisure "into the 21st century."

DYING FOR LAUGHS

Ever wondered just what to do with a dead computer? Apart from using it as a doorstop or something to throw at the cat? Cartoonist Fred Pipes has wondering a lot lately. He has transformed his musings into a book of highly amusing cartoons. And YOU could win one of these desirable items if you can drag yourself away from your monitor long enough to enter this competition.

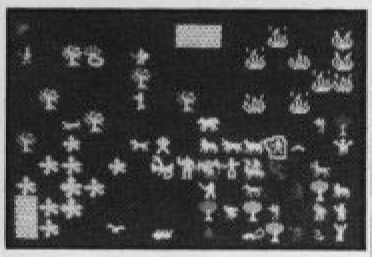
All you have do is tell us just what YOU would do with a dead computer. We've got eight copies for the best suggestions!

Write it down and send it to *Computer & Video Games*, Dead Computer Contest, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is July 16th.

CHAOTIC FUN

Games Workshop continues its interest in multiplayer games with *Chaos*, a game of spell-casting for 1-8 players.

***Chaos* is a startingly original mix of arcade action and strategy. Up to**



eight rival wizards, who can each be real or computer controlled, seek to destroy each other with a barrage of spells.

Most of the spells cast creatures, which the wizards can then command. Some cast magic weapons, or castles to hide in, or just plain magic bolts. There are over 50 spells in the game, each of which is represented by a fully-animated character. As the nature of the universe swings from law to chaos, so the abilities of the wizards change.

***Chaos* for 48k Spectrum is available now at £7.95.**

CLEAR FOR TAKE OFF

Anirog's latest release *Jump Jet* was created by Vaughan Dow, a genuine Harrier pilot!

As a squadron test pilot, he had the honour of demonstrating the full capabilities of this unique aeroplane at the Farnborough Air Show.

All the major attributes of the super-jet have been included in the program, enabling the player to experience the thrills and risks of being in control of this fantastic plane.

The program gives the budding pilot the chance to practise landing before he undertakes the mission to "seek and destroy".

There are four skill levels, plus a practice level. The skill levels reflect the ranks in the R.A.F. The player starts as a Flight Lieutenant, flying in calm conditions, and progresses through the ranks of Squadron Leader and Wing Commander to Group Captain.

Variable weather conditions push the newly acquired skills of the player to the limit.

Speech is incorporated in *Jump Jet* adding realism.

The game will be released first for the C64 — then for the Amstrad, Spectrum, BBC, C16 and Vic 20.

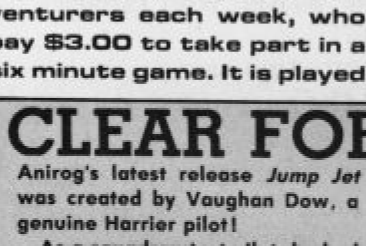
WAY OF THE EXPLODING FIST

Watch out for *The Way of the Exploding Fist*, a new martial arts game for the Commodore 64 from Melbourne House, price £9.95. Conversions for the Spectrum and Amstrad expected later this month (July).

EXCHANGE OF IDEAS

The Corn Exchange, Brighton was the venue for the second TI Users show, organised by Clive and Audrey Scally of TI*MES newsletter.

Between 500 and 700 visitors arrived from all over, and one from down under, an enthusiastic Aussie. The recent demise of the TI Home Computer Users Group has left some 2,000 disgruntled owners some of whom complained "they had been dumped". The hardware and software support is increasing not lacking, so exchanging ideas and problems could be solved by them contacting TI*MES, 40, Barrhill, Patcham, Brighton, East Sussex, BN1 8UF.



OH BABY!

The Wally saga continues with the release of *Herbert's Dummy Run*, available for the Commodore and Spectrum at £9.95.

Herbert, the baby who first made such a pest of himself in *Everyone's A Wally*, is now a toddler and has gone shopping with Wally and Wilma. But as they enter the department store, Herbert wanders off.

The aim of the game is to reunite the troublesome toddler with his parents. And that's when the problems start.

COME AND MEET US!

We are looking for three special people! How would you like to visit the *C&VG* offices all expenses paid, to play a game so new that it is not yet in the shops, and have a slap-up lunch with Keith Campbell and the Editor?

We're not letting on what special qualities you have to have but, to be eligible, you must have been born during the last 3 months of 1971, and you must be male! You should also be prepared to visit London for a day during your school holidays.

Write to us, giving your full name, address, date of birth (remember, it must be between 1st October and 31st December 1971), and telephone number (if any). Mention any humorous books you have read and enjoyed (just list them) and also list the Adventure games you have played.

To qualify, keep this brief, on one side of a sheet of writing paper, and address your letter to: ADRIAN, COMPUTER & VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, to arrive no later than 30th June.

If you are one of the three "Master RIGHTs", you could be in for a great day out!

JAMES BOND'S

Domark's game, created by the Softstone programmers, faithfully follows the plot of *A View to a Kill*. It's a three part arcade adventure game with an explosive ending!

The first part of the game takes place in the streets of Paris — you play the part of Bond who drives off in hot pursuit of Mayday, a young lady who has just parachuted off the top of the Eiffel Tower!

The one-way system of the Paris streets may hold you up — but the French cops are more of a problem as they chase after you!

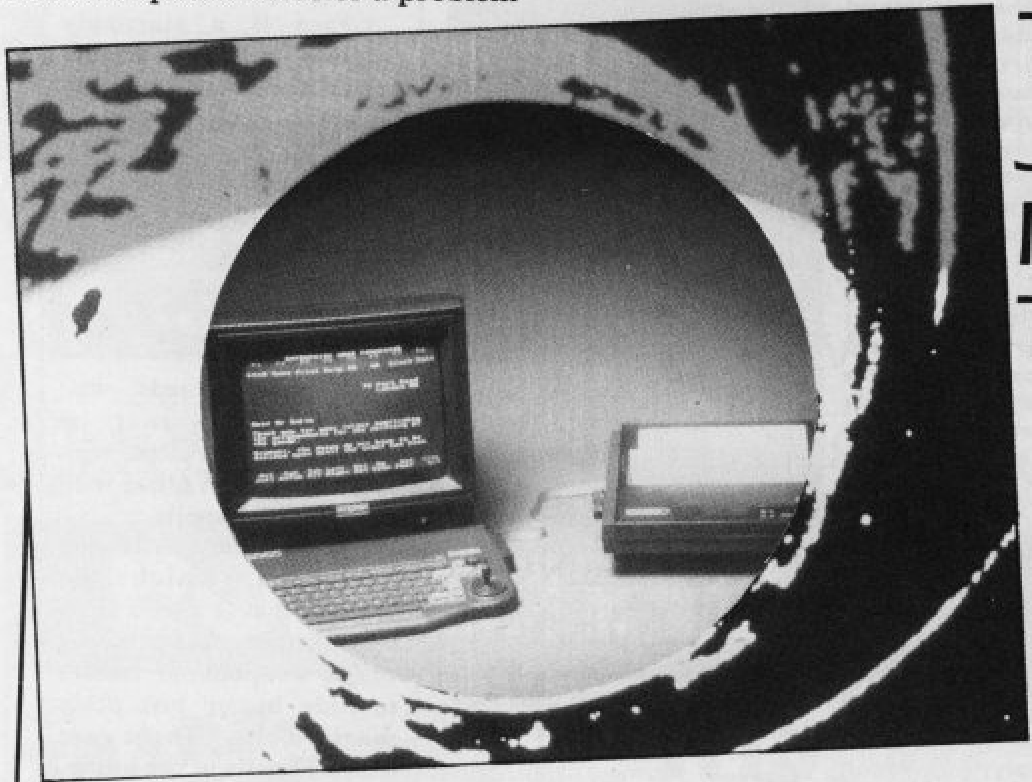
Your aim is to get to the place where the girl lands and extract some vital information from her which will help you save the world! Well, America anyway...

Part two of the game takes place in San Francisco's City Hall — which has mysteriously caught fire. Your job is to escape the flames — but first you have to rescue a beautiful Bond girl and solve some puzzles along the way.

The third part happens underground in a mine where the super-villain has planted a bomb which will destroy half of sunny California if it detonates. Your job as Bond is to defuse the bomb and rescue Mayday, who has suddenly become one of the good guys!

The game will be available for the Spectrum, C64, Amstrad and the Enterprise and is on sale now!

But before you rush out to buy the game or see the film — enter our *A View to a Kill* competition — you might just win yourself a brand new Enterprise computer!



THE C&VG JAMES BOND INTELLIGENCE TEST

You've admired our front cover, gasped at our giant free 007 poster which fell out at your feet when you opened this extremely special issue of C&VG — and now you can win an exclusive *C&VG* James Bond prize, thanks to our friends at Domark.

Domark, the people who brought you *Eureka*, are all set to launch an exciting trio of arcade games based on the brand new Bond movie *A View to a Kill*.

C&VG has been bringing you top secret information about the new 007 game over the last couple of months. And now we're offering YOU the chance to win a special Bond prize.

A View to a Kill will be the first real blockbuster game available for the new Enterprise micro — and we're offering an Enterprise 128 computer as first prize in our spectacular *A View to a Kill* competition.

Answer the James Bond Intelligence Test below and rush your entry form to *Computer & Video Games*, James Bond Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, before the closing date July 16th.

The winner will receive an Enterprise 128 computer, plus a special Domark *A View To A Kill* t-shirt and a copy of the theme tune by supergroup Duran Duran.

Twenty-five runners-up will get a Domark/A View to a Kill t-shirt plus a copy of the Duran Duran single. And all you have to do is answer these simple questions...

1. Name the writer who created James Bond.
2. Name any two actors who have played the part of 007 on the big screen.
3. Goldfinger, Octopussy, The Eiger Sanction, Thunderball, For Your Eyes Only, Never Say Never Again. Which is the odd one out?
4. Name the Bond film which featured the NASA Space Shuttle.
5. James Bond works for a special branch of the British Intelligence Service. What is it called?

C&VG/DOMARK "A VIEW TO A KILL" COMPETITION

Name..

Address..

....

My answers are:

1..

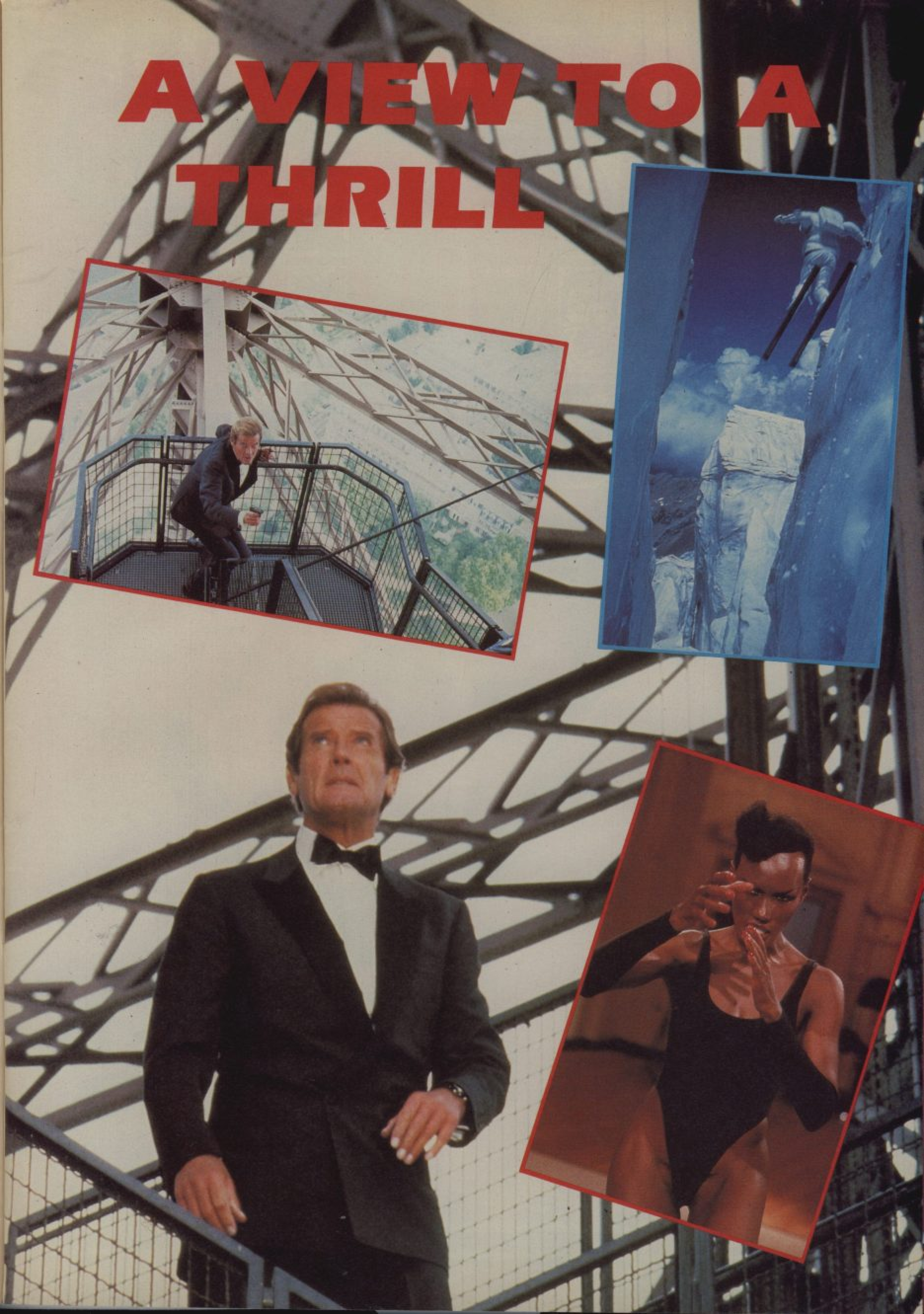
2..

3..

4..

5..

A VIEW TO A THRILL





PLAY THE BIG FIST

Now, meet eight of the world's most unlikely heavyweight contenders in the boxing simulation to beat 'em all!

FRANK BRUNO
GREAT BRITAIN

(THE CHALLENGER)



1 CANADIAN CRUSHER
CANADA
The big, plodding, lumber-jack from Canada, with the beauty of a grizzly bear and the speed of an elephant.



2 FLING LONG CHOP
JAPAN
All the way from the land of the rising Hi-Fi is Fling Long Chop, a martial arts master of No-Can-Do.



3 ANDRA PUNCHEREDOV
USSR
Andra is a fast, dancing Russian who goes to your head faster than a neat glass of Vodka.



4 TRIBAL TROUBLE
AFRICA
Tribal means trouble for anyone, he has a temper that gets the better of you! Landing the punches with unnerving accuracy.



5 FRENCHIE
FRANCE
Frenchie may appear to be cool, suave and sophisticated, but this deceptive façade hides a rather menacing individual, ready to make you see stars.



6 RAVIOLI MAFIOSI
ITALY
Ravioli is not a man to mess with. He knows all the dirty tricks, and uses them without a care in the world.



7 ANTIPODEAN ANDY
AUSTRALIA
Fed on a diet of empty lager cans, this man feels no pain. Pure un-interrupted punch power.

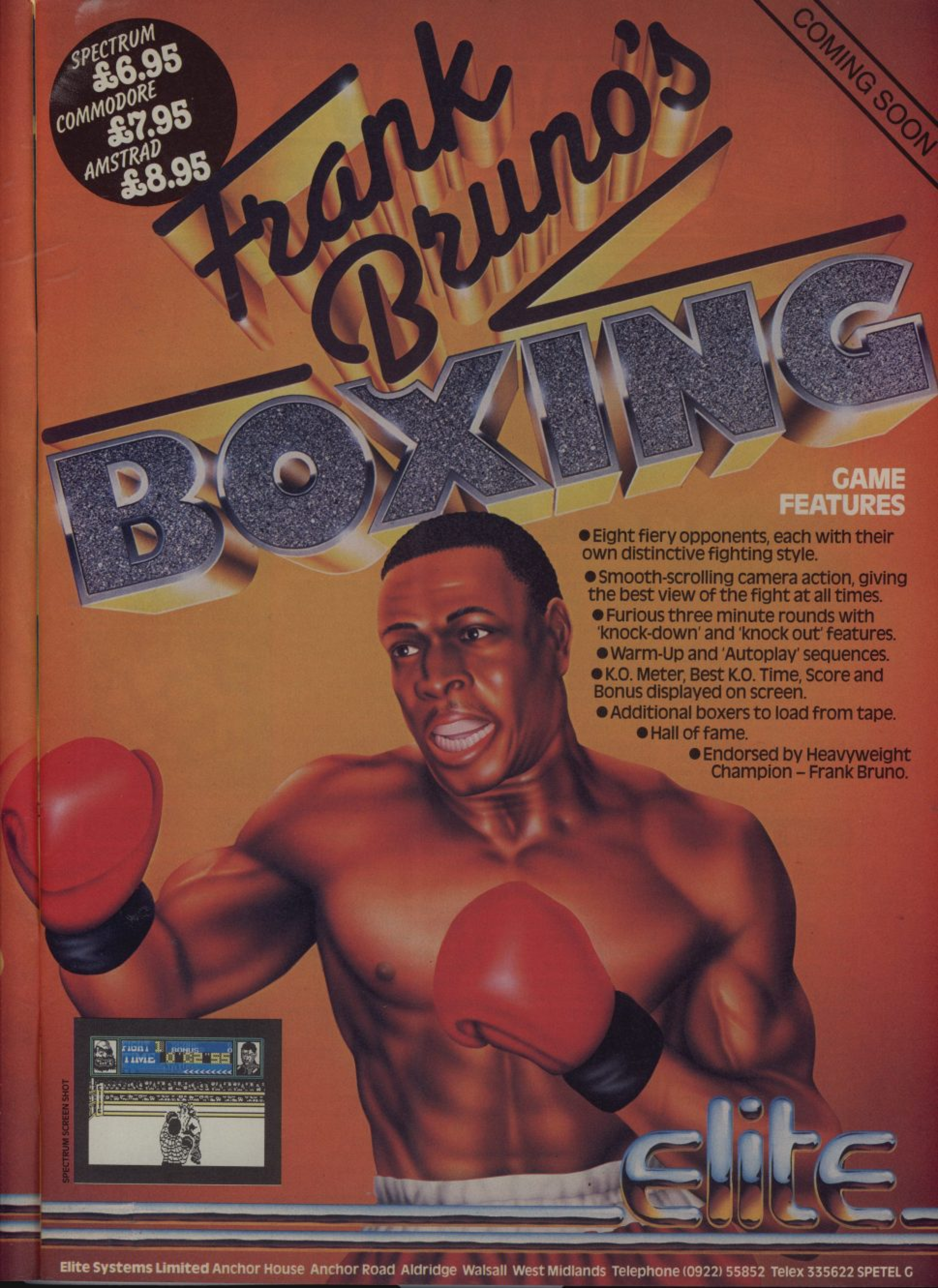


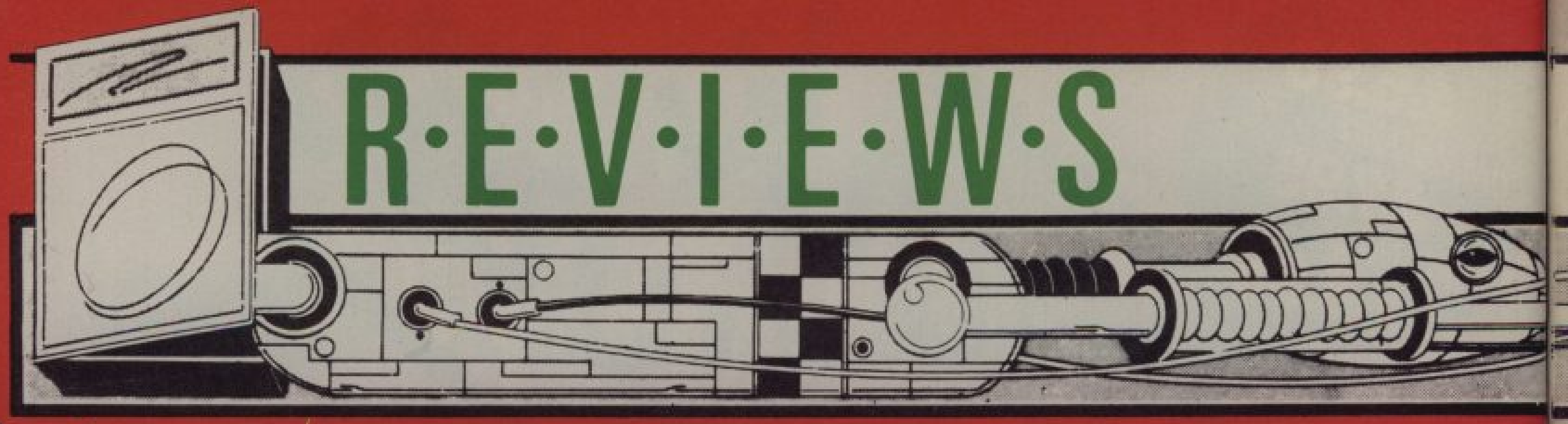
8 PETER PERFECT
USA
World Famous, World Champion Peter Perfect. The most neat and accurate boxer in history is set to drive his engine of glory all over you. Could anyone be a match for macho man?



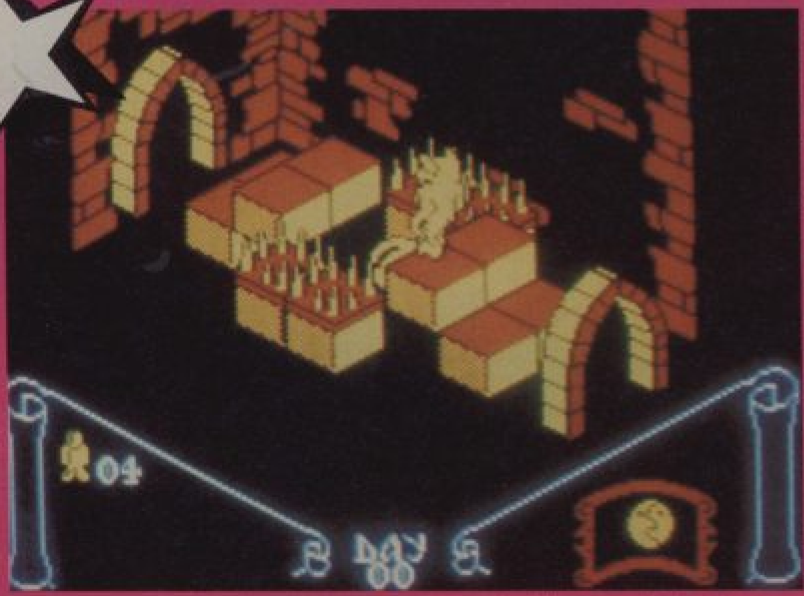
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BLITZ GAME



KNIGHT LORE

MACHINE: Amstrad
SUPPLIER: Ultimate
PRICE: £9.95

Ultimate, the software house every other company compares their software to, have released their first game for the Amstrad CPC 464. And it's a real cracker.

Knight Lore is a multi-roomed graphic adventure, placing you in the shoes of a young explorer who has been cursed with a spell that turns him into a werewolf at sunset and doesn't return him to normality until dawn.

Your quest is to help the explorer find the wizard Melkhior and cure him of the werewolf curse. But it must be done within 40 days or the spell will become permanent, and he will become a werewolf forever.

The game is an adventure through literally hundreds of rooms, displayed in three-dimensional perspective. Unlike the Spectrum version of *Knight Lore*, the game has more than one colour on the screen at the same time. The difference this makes to the game is extraordinary.

The detail contained in the graphics actually shows up, instead of being hidden by a murky screen bathed in the same coloured light. It also makes it simpler to guide your character around the dungeon, as you can actually keep track of what's going on. Even if your player disappears behind another object, you know where he is, instead of frantically having to search for a tiny corner of his head poking over a wall.

One interesting part of the game is that you can actually push objects from room to room. And, according to the manual, you need to do this if you are to stand any chance of completing the game.

Overall, I liked the game — which is not something I could have said about *Knight Lore* on the Spectrum. The extra colour to the game does add a startling new dimension to the program, but I wouldn't like to see the next Ultimate game for the Amstrad to be a clone of *Knight Lore*.

I mean, why buy more than one Ultimate game nowadays, good as they are? It's not worth paying ten pound each for games which are often so similar to their predecessors that it's hard to tell the difference between them.

• **Graphics**	9
• **Sound**	6
• **Value**	7
• **Playability**	9





KNIGHT LORE

MACHINE: BBC
SUPPLIER: Ultimate
PRICE: £9.95

You await the rising of the moon with fear and dread for, as day turns into night, the vile disease takes hold — your limbs writhe, your face contorts and you become a hideous werewulf.

Which makes it all the more imperative to uncover the secrets of Knight Lore castle, wherein the aged Wizard Melkhior weaves his spells. For he, and he alone, can save you.

Yes, you have just 40 days and nights to explore the vast and rambling castle, avoid the fiendish traps, collect the charms and cast the spell which will free you from the curse of the werewulf . . .

It's great stuff — certainly the first game I've ever played where you keep turning into a werewulf at the most inopportune moments — and the graphics do full justice to the plot. They are really superb.

The adventurer, in human shape, is an endearing little creature in a huge safari hat who toddles gamely about the simple but beautifully realised castle locations. There are a myriad enemies to watch out for, including phantoms, demons, armed guards and sundry monsters, not to mention some really fiendish traps.

There are moving floors and stairways, an evil-minded portcullis, ball chains and goodness knows what, all apparently intent on your destruction. The 3D perspective, which makes the scenario particularly realistic, also makes the game a lot harder to play — you try hopping up a twisted staircase, as each stair you reach starts to sink, while trying to work out the direction and height of the next step, all in a split second!

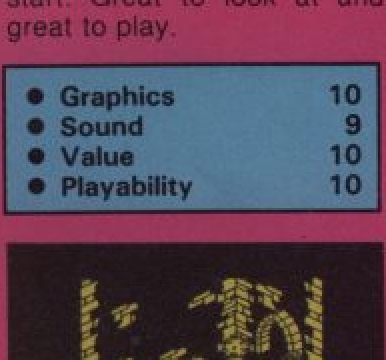
The animation is smooth and very impressive, particularly in the way your adventurer changes into a werewulf. It's a painful process to watch!

There are charms to collect — they're not easy to find — and objects to pick up if you can.

You'll probably find the controls uncomfortable at first. You use two of the cursor keys to turn your adventurer left or right, Z to go forward — I lost count of the times I went straight into a wall or threw myself over a parapet — A to jump and Shift to pick up or drop.

I was hooked right from the start. Great to look at and great to play.

• **Graphics**	10
• **Sound**	9
• **Value**	10
• **Playability**	10





GRIBBLY'S DAY OUT



MACHINE: CBM 64
SUPPLIER: Hewson Consultants
PRICE: £7.95

Something strangely cute is about to hit our computer screens — an armless, one-footed charmer called Gribby. Could this be the debut of a new cult figure?

In his first original game for Hewson Consultants, Andrew Braybrook could be on to a winner with *Gribbly's Day Out*.

Gribbly lives on Blabgor, a world of elevated islands, forests and cosy caves.

He shares this world with the young Gribblets whose hard shells shield their developing brains from the sunshine.

Gribbly must collect these Gribblets and get them to safety on a ledge away from the more primitive creatures that infest Blabgor.

Joystick mastery is vital as Gribbly bounces and levitates over 16 screens, each springing to more than 30 times the screen display area.

Gribbly has an unusual way of seeing off these unfriendly lifeforms. Deadly rays or massive explosions are not for him. He simply blows bubbles at them.

Gribbly's Day Out features some very smooth scrolling graphics and multiple sound effects. It's fun to play, especially for the younger gamesters.

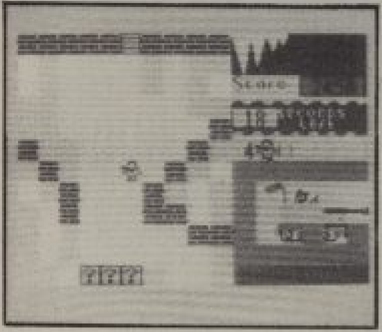
But the real star is Gribbly. His large eyes, comic expressions, and bubble-blowing antics are a real treat.

We defy anybody not to smile at him.

Gribbly's Day Out comes complete with a small booklet explaining all about life on Blabgor and the joys and perils to be found there.

• **Graphics**	9
• **Sound**	8
• **Value**	8
• **Playability**	8

ICICLE WORKS



MACHINE: Spectrum
SUPPLIER: Statesoft
PRICE: £6.95

Not only has this game pinched the name from one of my favourite bands but also nicked its theme from one of my favourite games! *Icicle Works* is basically a reworked version of *Boulder Dash* — but without much of the dash.

The idea is to guide your character through various rooms constructing various toys from the parts you find buried in piles of snowballs — which roll around *Boulder Dash* fashion as you burrow through them.

The scrolling is slow and jerky and the graphics are pretty naff.

I was quite disappointed when I first saw *Icicle Works*, I expected a lot more from the company that brought us *Boulder Dash* and *Frak*.

Wait for *Boulder Dash* 1 and 2 to appear for the Spectrum — coming soon from Beyond.

• **Graphics**	5
• **Sound**	4
• **Value**	4
• **Playability**	4

TALLADEGA

MACHINE: CBM 64
SUPPLIER: Audiogenic
PRICE: £8.95

Ready, steady, go! Put your foot down to become a stock car sensation with *Talladega*, the high-speed race thriller.

In *Talladega* you get the chance to sit behind the wheel of a 250mph speed machine and race against Richard Petty, king of the American Super Stocks car race scene.

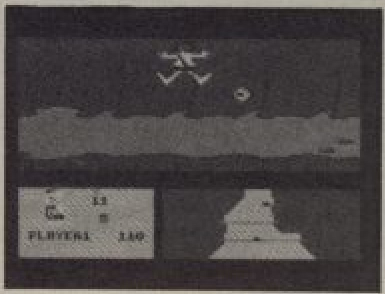
First you complete the qualifying lap, then ride the killer curves in the 30 lap main event — all in 3D race graphics — including V8 powered sound effects and animated pit-stop sequences.

The game hasn't got the long lasting appeal of games like *Pole Position* or Acornsoft's *Revs* for the BBC. While I could happily sit in front of the Atari race game for hours screeching around hair-pin bends, I'm afraid that *Talladega* just sends me to sleep at the wheel.

Overall, *Talladega* is fun for a while but its lasting appeal could be limited. For race track addicts only.

• **Graphics**	6
• **Sound**	6
• **Value**	6
• **Playability**	7

BC II GROG'S REVENGE



MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

After having completed the *Quest for Tires*, Thor is back looking for the meaning of life.

And that means another tortuous unicycle ride up mountains and through caves, collecting clams as goes.

Rocks, potholes, tiredactyls and the mighty Grog all conspire to thwart Thor's progress.

BC and friends is one of America's most successful cartoon strips. The cartoonist, Johnny Hart, supervised the graphics throughout the game's development and it shows in the quality of the cartoon-like characters.

If you liked *Quest for Tires*, you'll probably love. *Grog's Revenge*. Also available soon for the Atari, Amstrad, Spectrum and BBC.

• **Graphics**	8
• **Sound**	7
• **Value**	6
• **Playability**	8



Graphics Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at your? This is how this category is judged.

GHOSTBUSTERS

MACHINE: Amstrad
SUPPLIER: Activision
PRICE: £10.99

Ghostbusters on the Amstrad closely follows the theme of the highly successful film.

As one of the *Ghostbusters*, your task is to rid the city of its paranormal occurrences and keep New York's psycho-kinetic energy as low as possible, ensuring that the ghosts won't reappear.

You must first set up a Ghostbusting agency with the $10,000 dollars a bank has lent you. Then you must buy a car of some description, ghost traps, marshmallow bait and a laser entrapment system from the remaining money.

Once you've bought all the equipment you can afford, the game flips to a map of central New York.

This shows all the buildings in the city's centre including the Temple of Zuul. If one of the buildings begins to flash red, it has become haunted by a ghost and your help is desperately needed.

So it's into your car and off to the scene of the haunting as fast as you can.

On the way to the haunted building watch out for the Roamers. Steer your vehicle towards them and vacuum them up.

This keeps them from getting to the Temple of Zuul. Each one that makes it to Zuul boosts the city's PK energy. And that's not to be encouraged.

Once you have reached the building, you must lay the ghost traps and activate your atomic back-pack to suck the ghost down into the trap.

If you actually catch a spook, you'll get paid and the money will be deposited in your bank account. If you fail, you'll lose one of your lives.

On the city map, there is sometimes a marshmallow alert when an enormous monster made from marsh-mallows tramples over the city. If you fail to catch him in time, the money for the damage is deducted from your bank account.

Ghostbusters is bound to be one of the biggest sellers on the Amstrad this summer.

• Graphics	8
• Sound	9
• Value	7
• Playability	9

KISSIN' KOUSINS

MACHINE: BBC/Electron
SUPPLIER: English Software
PRICE: £4.95

Back in the good old days of the West, a man had to prove he was a man before he got his gal. In *Kissin' Kousins*, our hero sure has to do a lot of provin'. Lying between him and his sweetheart are a whole lotta obstacles in his path — like dustbins, fire hydrants, stoves and bushes — and a whole lotta no-good varmints to dodge, like planes dropping bombs, frogs, caterpillars and bats.

You'll need your wits about you. Although there's nothing vastly original about this straightforward arcade-style game, it's punishing on the reflexes. Jumps must be timed exactly right from the first screen, and the moving opposition is particularly fiendishly timed.

The graphics aren't bad at all, although the pleasant small-town scenery seems oddly at variance with the mayhem in the streets! I particularly liked the lethal flying kangaroos which tend to swoop down and flatten you just when you think you're getting somewhere.

An amusing game, and cheap at the price. Electron owners will find their version on side B. Another version on the B side of the tape is a good idea. I'm sure C16, Electron and ZX81 owners agree!

• Graphics	8
• Sound	7
• Value	9
• Playability	8

THE WIZARD AND THE PRINCESS

MACHINE: CBM 16
SUPPLIER: Melbourne House
PRICE: £5.95

We're off to see the wizard . . . but not the one from Oz.

This wizard is decidedly evil and holding a princess captive, guarded by all manner of monsters.

Armed with a selection of spells — including a cure of wounds and one to conjure up a fireball — the quest covers five different stages. The first is an obstacle course of mountains and trees in which you are attacked by wolves, orcs and trolls.

As each stage is completed, the next part is automatically loaded. Or, if you are playing over a long time, each stage can be loaded and run individually.

The idea of loading in section after section makes good use of the limited memory size.

• Graphics	6
• Sound	6
• Value	7
• Playability	8

DEFENCE 16

MACHINE: CBM 16/Plus 4
SUPPLIER: Probe Software
PRICE: £7.99

Poor old planet earth. Yet another invasion to cope with.

Once again, aliens from a far distant galaxy try their luck with a touch of strong arm tactics and the odd mutation here and there.

This time the aliens are called Swarmers and Vaks.

Probe Software says there are 255 lightning attack waves at nine levels. Get zapping!

There has been quite a void of Commodore 16 software for sometime since the machine was originally launched. But *Defence 16* seems to indicate an upturn in the quality — and perhaps even quantity of C16 software.

• Graphics	7
• Sound	6
• Value	5
• Playability	6

STRINGER

MACHINE: CBM 64
SUPPLIER: Addictive
PRICE: £6.95

Hold the front page! Film star Polly Platinum is in town. Ideal for a front page picture for the *Daily Blurb*.

But getting this exclusive is easier said than done — as ace reporter and photographer Stringer finds out.

As the paper's deadline nears. Stringer has the hard task of finding the reclusive star in the penthouse suite of a local hotel.

Not only that, he must also collect his equipment — camera, flash bulb, press pass and the key to the suite — which has been hidden in various rooms of the hotel.

And just to complicate matters, Stringer is chased from floor to floor by hotel staff determined to throw him out.

The game features cartoon-type characters, five skill levels and full joystick control.

• Graphics	7
• Sound	7
• Value	8
• Playability	8





GHETTOBLASTER

MACHINE: CBM 64
SUPPLIER: Virgin
PRICE: £8.95

Look mama, could it be I'm falling in love. I've made eye to eye contact with *Ghettoblaster* and it sends me so far away that I want to spend the night playing it.

Rockin' Rodney is an ace dude born with an unforgettable fire to dance to the rhythm of the night and go walking on sunshine during the day.

But the heat is on for Rodney who works as a messenger for a record company called Interdisc. They give him no rest. His job is hanging on a string.

He has to deliver 10 demo tapes to the company's head office in Funky Street before the day is through.

But first he has to find the tapes which are hidden all over town. As he grooves around, ghettoblaster perched on his shoulder, he faces all sorts of dangerous dudes cruising the mean streets.

They include Jack Flash, Gangsters of the Groove, Bandits of the Beat and The Tone Deaf Walkers. Get into a duel with them and you'll do more than cry. The message is don't come around here no more.

Besides delivering the tapes, Rodney must also get the people dancing in the streets by blasting them with music.

As Rodney enters various houses and shops around Funky Town, messages appear telling you how he is doing.

And the music is truly funky — with 12 original rockin' rhythms. Turn the sound up and the walls come tumbling down.

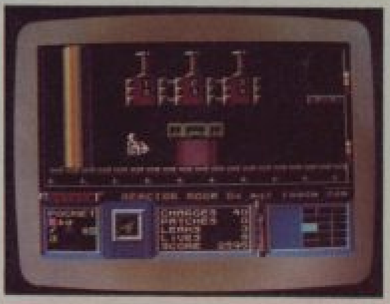
If the *C&VG* games ratings went higher, *Ghettoblaster* would get 19.

I was born to love you, *Ghettoblaster*. Would I lie to you?

If they get really mean, they'll damage your ghettoblaster or — even worse — they could damage you?

Watch out for Jumpin' Jack Flash. He could give you a new direction.

• **Graphics**	9
• **Sound**	10
• **Value**	8
• **Playability**	9



STRANGELOOP

MACHINE: CBM 64
SUPPLIER: Virgin
PRICE: £8.95

"Dare you accept this mission?" — that's the tempting lure for the "new and improved" *Strangeloop.*

Strangeloop first came out for the Spectrum towards the end of last year. The CBM 64 version, promises Virgin, has "completely new puzzles and enhanced graphics."

But the plot remains the same. Your mission is to regain control of a robot factory on the edge of a far distant solar system.

The factory has been invaded by an alien force which is re-programming the robots as they come off the production line, turning them into fierce killers.

The action ranges over 250 locations — only 240 with the Spectrum — and the aim is to find the control room.

Armed with just a laser gun and an old leaky space suit, your spaceman must brave the perils of no oxygen, zero gravity, soaring temperatures and sharp pieces of industrial waste.

The graphics and sound are good and the joystick gives smooth and easy control of the spaceman.

It also comes with a game save facility.

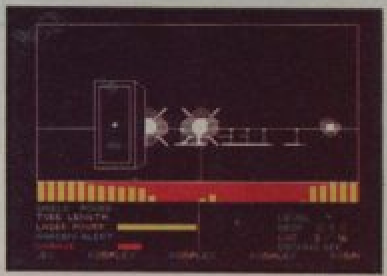
• **Graphics**	8
• **Sound**	8
• **Value**	7
• **Playability**	8

CAVE FIGHTER

MACHINE: Vic 20+3.5K
SUPPLIER: Bubble Bus
PRICE: £5.95

Bubble Bus have converted their popular *Cave Fighter* and come up with a good game for the unexpanded Vic. You have to guide your pothole person through a maze of caverns — leaping, jumping and fighting off nasties as he goes.

• **Graphics**	7
• **Sound**	7
• **Value**	8
• **Playability**	7



KOMPLEX

MACHINE: Spectrum
SUPPLIER: Legend
PRICE: £9.95

Legend have a habit of making pretty looking games which don't live up to their promises. After the disaster of the *Great Space Race* — probably the most horribly hyped game of all time — Legend make a comeback bid with *Komplex.*

Komplex is a giant meteorite which just happens to be making a passing visit to earth. It is said to contain evidence of an alien culture — and the boffins want someone to pilot a probe to discover its secrets. Just a slight similarity to Arthur C. Clarke's *Rendezvous with Rama* here, eh guys?

Your probe can stop *Komplex* zapping out into the galaxy again by getting hold of seven modules hidden in the many different levels of the alien meteorite. Well, I think that's the case — but the instruction sheet is so badly written that it's hard to tell.

Once you are on the surface of the meteorite, you find yourself in a landscape consisting of alien telephone boxes and telegraph poles which fire at you. The telephone boxes lead to other levels of the meteorite via service tubes.

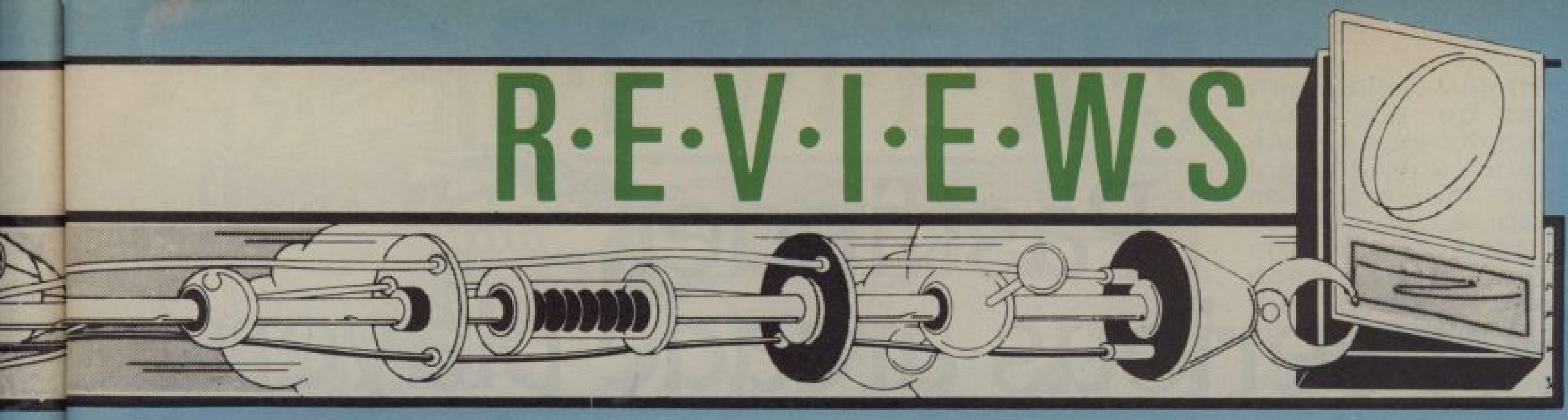
There are guardians of the meteorite called Monitors and Wardens which you can zap with your laser.

The game also features an "editor" which enables you to disable lasers and change features of the game to suit your mood. You can also change the map of the *Komplex* system at will should you wish.

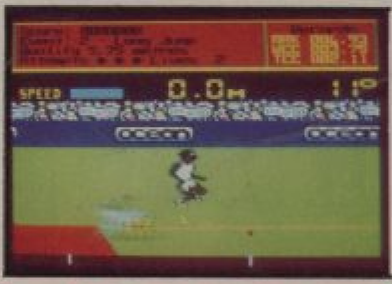
Legend have done it again — or rather they haven't. They will soon end up with the title of producer of the world's greatest one hit wonders.

It's a game that just doesn't quite make it — too *Komplex* you could say!

• **Graphics**	9
• **Sound**	5
• **Value**	6
• **Playability**	6



R·E·V·I·E·W·S



DT'S DECATHLON

MACHINE: Amstrad
SUPPLIER: Ocean
PRICE: £7.95

Despite the fact that the next Olympics won't take place for another three years, I'm sure that Ocean Software's *Daley Thomson* for the Amstrad will sprint into as many homes as the Spectrum and CBM 64 versions.

I think that this game, above all the others I have seen for the Amstrad, proves its undoubted superiority over the Spectrum and Commodore computers.

The background graphics are superb and the animation of Daley as he runs and jumps across the screen is brilliant. His sulky expression after he fails to qualify for an event adds a little comic humour to a perfectly executed simulation which looks, and plays, more like the arcade game *Track & Field* than the game's previous versions on other machines.

Instead of an indistinguishable blob for the main character of the game, a very realistic cartoon representation of Daley has been produced — which doesn't exactly run across the screen, perhaps "minces" is a better word!

To make Daley run, you move the joystick from side to side very rapidly.

The faster you move the stick, the higher the power meter rises and the more energy Daley has to run, jump or throw a shot.

The game simulates the Decathlon exactly. There are ten events to be completed over two days, including the 1,500 metres and the shot putt.

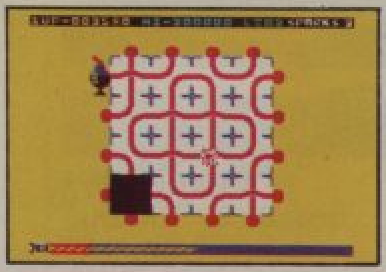
In each event there is a qualifying time or score which you must beat to accumulate points on your way to an Olympic medal. I'm afraid I'm going to have to go into some fairly hard training before I can collect my winner's medal. Many of the events, including the high jump and shot putt, were beyond me — I just couldn't get the correct angle to get a high enough score.

I'll just have to give up fags, booze and playing that strip poker game until 4 o'clock in the morning!

A gold medal for Ocean, once again?

I don't think I need to answer that!

• Graphics	9
• Sound	8
• Value	9
• Playability	9



CONFUZION

MACHINE: Spectrum/Amstrad/CBM 64/BBC/Electron
SUPPLIER: Incentive
PRICE: £6.95

BLITZ GAME

The only confusing thing about Incentive's latest release is why it's not in the top ten yet! This fast moving puzzle game will have you hooked as soon as you start playing.

Remember those plastic puzzle squares you used to get in Christmas crackers? The ones where you have to shuffle squares around to make a picture or word? Well *Confuzion* is a bit like that. Except you have to shuffle squares around to make a pathway for a spark which is itching to get to an unexploded bomb spinning away at the edge of a square — which looks a bit like a circuit board.

Once you've made the correct connections with your shuffling squares, the spark reaches the bomb and detonates it. Then it's on to another puzzle square — bigger with more bombs. Later squares feature added hazards to your fuse, including a drop of water which chases you around attempting to put out your fire!

I played the Amstrad and Spectrum versions and both were totally addictive.

So when you're next looking for a game to spend your cash on, don't be confused by the huge choice which confronts you at your local store — go for *Confuzion*!

• Graphics	9
• Sound	8
• Value	10
• Playability	10



ROCKY HORROR

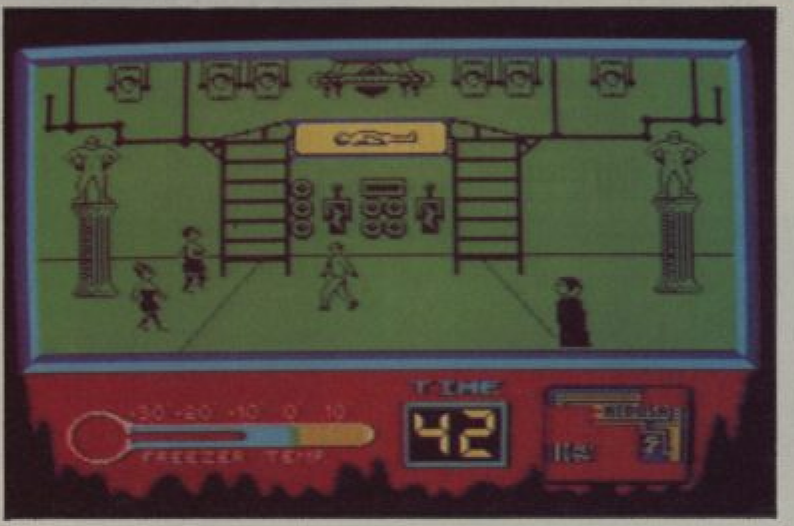
MACHINE: Spectrum, CBM 64, Amstrad
SUPPLIER: CRL
PRICE: £8.95

BLITZ GAME

Despite what the hero of The Rocky Horror Show keeps telling you — it is easy to have a good time. Especially if you're playing CRL's computer game version of the cult rock music show.

Load in the game and you'll find yourself inside the weird mansion home of Frank N Furter. You can become either the hero or heroine — Brad or Janet — but your aim is the same. To find the dismantled parts of the De-Medusa machine and activate it before the mansion transforms itself into a giant alien space craft and blasts off for the stars! You also have to save your partner along the way.

The mansion is inhabited by some odd people — Frank, of course, plus the evil Riff Raff, and Magenta, Frank's assistant.



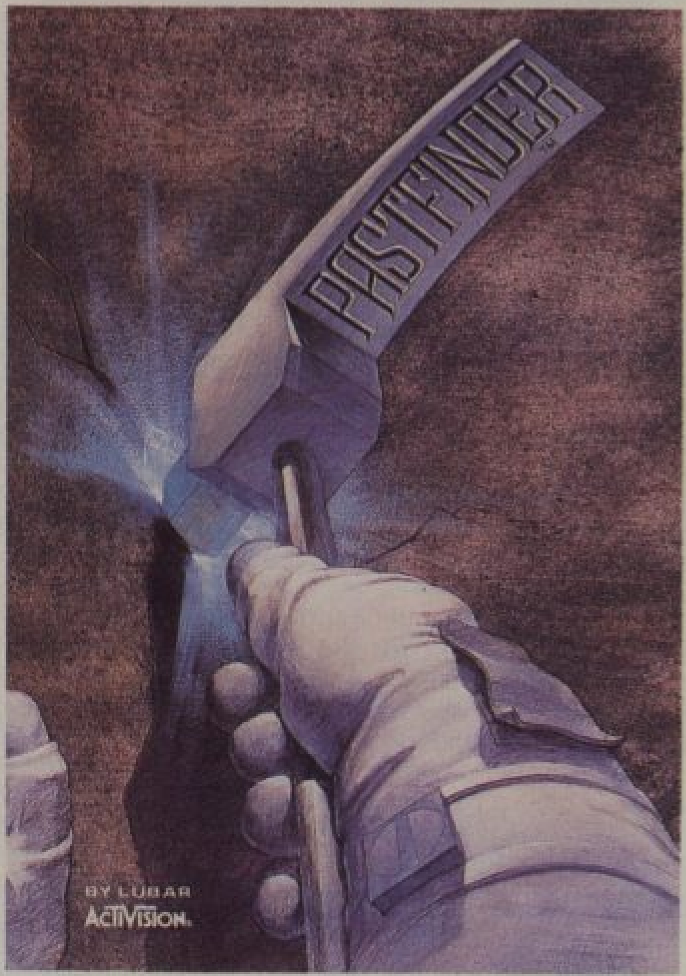
Rocky Horror looks good, sounds good and is very addictive — just like the show itself! You'll have to excuse me — I'm just off to do the Time Warp again!

• Graphics	9
• Sound	7
• Value	9
• Playability	10

Pastfinder. For serious arcade players who also want to stretch their brains.

WHAT THE CRITICS SAY

"An action packed science fiction shoot-'em-up which raises the standards of 64 graphics yet again."
PERSONAL COMPUTER NEWS



"Strange semi-abstract, beautifully animated, this game should keep all arcade enthusiasts enthralled for weeks."
BRISTOL EVENING POST

"A very worthy addition to the growing Activision range."
ZZAP 64

"There is plenty in this game to keep the hardened player going for hours."
ZZAP 64

"Very original game that mixes arcade action with exploration and adventure... from the company that gave you Ghostbusters."
EAGLE & TIGER

It is 8878 AD. Exploration has become a thing of the past.

Everything there is to know about our universe is known.

So it is natural to look backwards.

An elite group of interstellar explorers have been given the critical task of journeying back through time to unearth the mysteries and adventures of the past.

The Pastfinders.

To join their ranks, one must possess a rare combination of qualities.

The stamina to search carefully through hundreds of uncharted lands. The ability to dissect complex maps.

The perception to select only the proper tools for survival. And the unending desire to live dangerously. Pastfinder stretches all your game-playing skills to a new level.

It is truly three-dimensional.

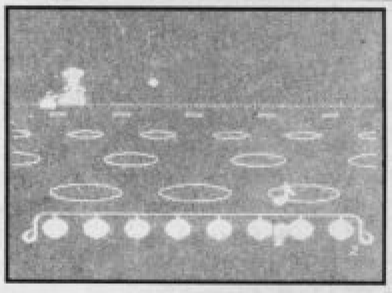
It insists that you use your brain at least as much as your co-ordination of hand and eye.

AVAILABLE ON COMMODORE C64 CASSETTE AND DISK.

ACTIVISION
HOME COMPUTER SOFTWARE ™



Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?



LAMPS

MACHINE: CBM 64
SUPPLIER: Activision
PRICE: £10.99

Pass the L-plates and get set for a topsy-turvey, three-dimensional magic carpet ride to meet the *Master of the Lamps*.

Your task is to help a prince return a bunch of mischievous genies back to their lamps and gain his rightful place on the throne.

Easier said than done. Flying through twisting tunnels to confront the genies is hard enough. But once there you must solve riddles of music, memory and colour to proceed.

There are three games to select — *Magic Carpet, Seven Trials* and *Throne Quest*. *Magic Carpet* is for flying practice only — essential if you want to conquer the tunnels to the genie's dens.

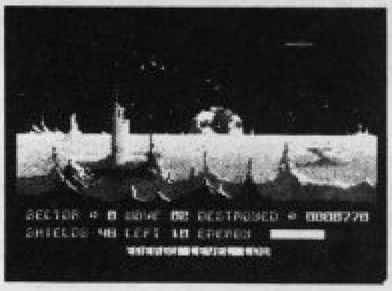
In *Seven Trials* mastery of the genies is achieved on completion of one seven-piece lamp.

But in *Throne Quest* three seven-piece lamps must be completed. Then you must fly through one more tunnel back to the palace to claim the throne.

Master of the Lamps contains some great sound — vital to solving some of the game's stages — and exciting graphics.

Is this a work of GENIE-OUS? Perhaps not, but there's definitely a bright spark behind *Master of the Lamps*.

• **Graphics**	9
• **Sound**	9
• **Value**	7
• **Playability**	8



CIPHOID

MACHINE: CBM 64
SUPPLIER: GB Standard
PRICE: £9.95 (cass)
£14.95 (disc)

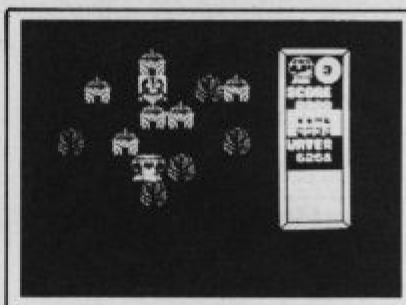
Ciphoid is a game that flatters to deceive. The graphics are great. With lunar — and earth city backgrounds on the disc version.

But when you get down to it, it's really just a simple zap-the-aliens shoot out!

The disc version includes "attacks" on earth cities like London and Paris with authentic looking skylines. Cassette owners will be able to get these on a follow-up tape called *Ciphoid 9 — Earth Attack*.

It's very pretty — but a pricey way of getting pretty pictures on your C64.

• **Graphics**	10
• **Sound**	7
• **Value**	7
• **Playability**	7



SAIMAZOOM

MACHINE: Spectrum
SUPPLIER: Silversoft/Dinamic
PRICE: £6.95

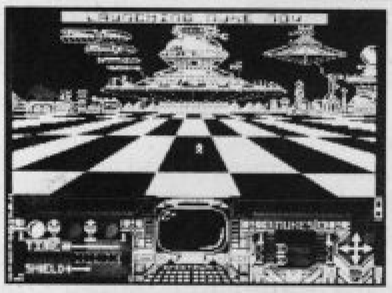
The games from Spain WON'T be going down the drain if *Saimazoom* — produced by a Spanish company Dinamic — is anything to go by!

This is a *Wizard's Lair/Sabre Wulf*-type game set in a steaming Amazon jungle.

The graphics match anything from British software houses and the game will soon have you hooked.

Saimazoon is the first of a trilogy of arcade adventures starring Prof. Indiana Smith. The second part of the adventure is called *Babaliba*.

• **Graphics**	8
• **Sound**	8
• **Value**	9
• **Playability**	9



GLASS

MACHINE: Spectrum
SUPPLIER: Quicksilva
PRICE: £7.99

It's 2185 and the Planet Hygon has fallen to the pseudo-conscious Metalliks! And as usual you are the loony chosen to blast the aliens back to where they came from!

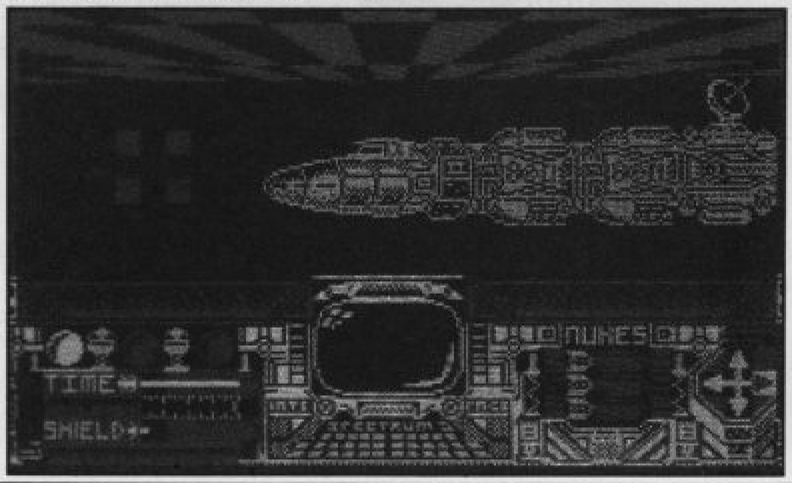
This is the scenario of the latest game from the revamped Quicksilva organisation. It's basically a 3D shoot-out — but with lots of added ingredients. *Buggy Blast* meets *Star Wars*!

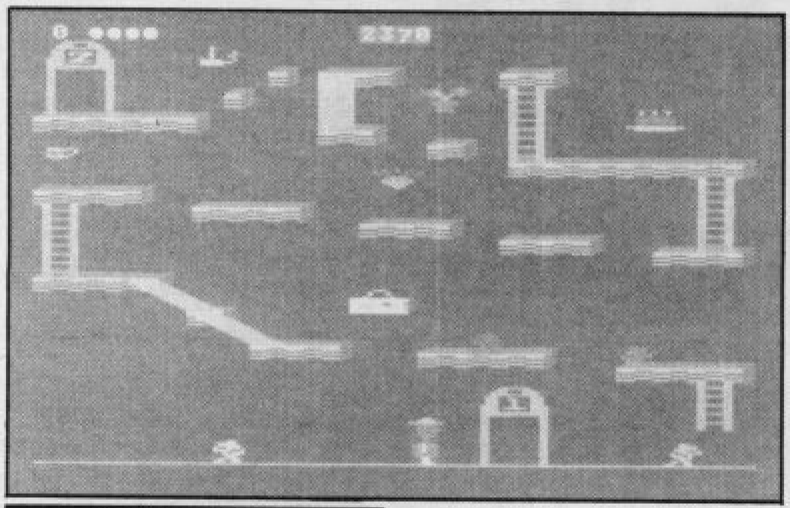
You begin your mission to destroy 14 alien citadels in a launch tube and you are blasted into a hostile sector full of Metalliks. Survive your limit in one sector and you warp onto the next where more dangers await. Some sectors take place among *Star-Wars* type towers — you race through mega-speeds avoiding them. Others take place in space where *2010*-type space craft pass before your laser sights. These space ships are simply stunning. The graphic detail on them is superb.

And talking of graphics, these are really what make the game different. The programmer has made a big effort to create original aliens. The destruction of the alien citadel is pretty neat too!

Glass is an extremely well presented and playable game. But once the novelty of the neat graphics has worn off how long will the appeal of the game last?

• **Graphics**	10
• **Sound**	8
• **Value**	7
• **Playability**	9





BOUNTY BOB

MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

Bounty Bob is the follow-up to the marvellous *Miner 2049er*. And a worthy successor it is, too.

Bob is once again back in Nuclear Ned's mine, dealing with a multitude of mutants intent on over-running everything.

It's the same format as *Miner 2049er* but a lot tougher. Bob must walk and jump between the various platforms bringing death and destruction to the mutants.

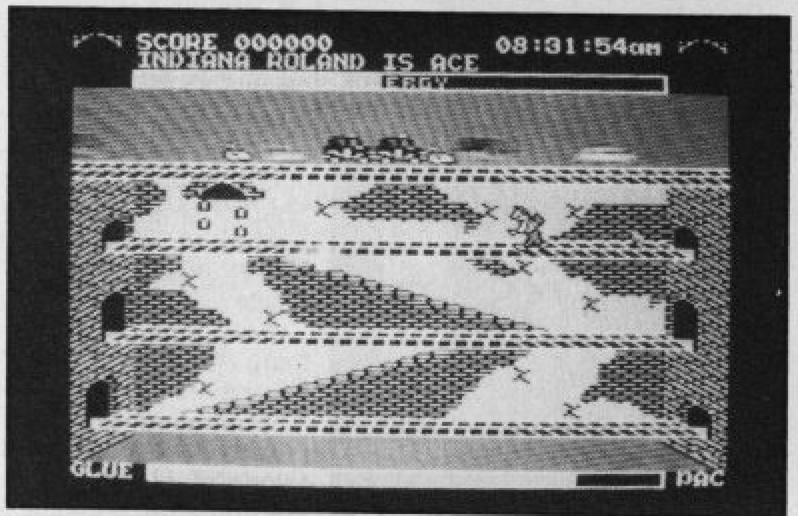
There are 25 caverns for him to tackle, many containing new features such as suction tubes, grain lifts and hoists. And Bob needs every bit of help. In one screen, there are 26 mutants to deal with!

We defy anybody not to be hooked instantly and it will be many hours before you complete the progressively harder platforms.

Journeying around the mine, Bob comes across various items left by Nuclear Ned — such as a mobile suction unit, pulverizers, elevators and hoists.

A real feature of the game is the delightful scoring system. As the high scores and players change, birds fly back and forth picking up individual letters and numbers before putting them into the correct order. A joy to see.

- **Graphics** 7
- **Sound** 7
- **Value** 9
- **Playability** 10



ROLAND RAT

MACHINE: CBM 64
SUPPLIER: Ocean
PRICE: £7.95

Roland Rat, the star of *TV am* is now starring in his very own computer program.

The game begins with Roland Rat finding that his car won't start in the morning and he must get to work in time for the beginning of the show or the TV producer will give him the sack.

So Roland decides to go back underground, to the scene of his life before becoming a super-star rat — the sewers of London.

You enter the sewer and run around looking for the parts of the secret door. Once you've put them in place, you must find the key to open the door and free your two friends. You then must find your way through the maze of tunnels and sewer pipes until you happen upon the tube train.

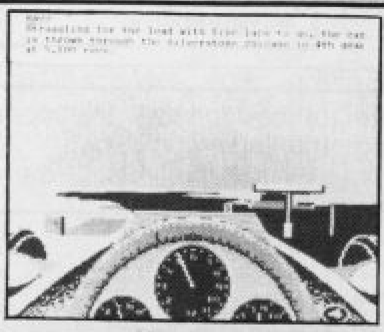
Then you must get on it at all costs and take the tube to Camden Town — the nearest stop to *TV am*'s studios.

As you guide Roland through the maze of tunnels, you are pursued by many varying opponents and obstacles which you can immobilise temporarily with your glue gun.

But be careful because you yourself can become glued to the floor.

Amusing if not particularly stretching. Suitable for younger gamers.

- **Graphics** 8
- **Sound** 8
- **Value** 7
- **Playability** 8



REVS

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £14.95 (cass) £17.65 (disc)

Acornsoft is promoting *Revs* as the "most advanced race simulator yet." A bold claim but one which is probably justified.

Both the car and the race track are painstakingly modelled on the real thing.

The car is the Acorn sponsored Formula 3 Ralt RT3 driven by David Hunt during 1984 and the circuit is Silverstone.

David Hunt, brother of the former race ace James, worked in close collaboration with software author Geoff Crammond to produce this simulation.

All the working elements of the car have been considered — engine, downforce, gears, tyres, G forces and brakes.

The authenticity also expands to the race itself. All the other cars are doing their best to win. Slow down in front of one and the result could be a nasty collision.

The graphics are excellent and the view from the driver's cockpit is very realistic.

- **Graphics** 9
- **Sound** 8
- **Value** 8
- **Playability** 9

CHICANE

MACHINE: BBC
SUPPLIER: Kempston
PRICE: £7.95

The public's demand for racing simulation games seems insatiable. *Chicane*, from Kempston, invites direct comparison with Acornsoft's *Revs*, also for the BBC. But that would be unfair. *Chicane* is a lot cheaper and comes with far less packaging.

It's not as sophisticated as *Revs* in its attention to the details of driving the racing car or the quality of the graphics.

But at the same time it's a far easier game to get into and have fun with.

Revs takes longer to master but *Chicane* offers more or less instant race action.

For example, *Revs* gives the player a view of the race circuit from the driver's cockpit, while the view from the car in *Chicane* is higher up.

But the advantage of this is that there is a better chance of seeing tight curves in advance.

Chicane is based on Formula Ford 2000 single seaters competing in the British Championship. It was written with the help of Kempston Micro Racing Team.

The game features a choice of six Grand Prix racing circuits including Silverstone and Monaco, gear changes, working wing mirrors, spins and crashes. Good fun and value for money.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 9

SUPER HUEY

MACHINE: CBM 64/Atari
SUPPLIER: U.S. Gold/Audiogenic
PRICE: £11.95 (cass) £14.95 (disc)

Don't be confused! Both Audiogenic and U.S. Gold ARE marketing this game thanks to a strange licensing quirk.

Whichever company you choose to hand your hard earned cash over to, you can rest assured that you'll be getting one of the best flight-simulations around.

Super Huey is a hi-tech helicopter and you can fly it on Training, Rescue, Exploration or Combat missions.

The training flight is one of the best "learning" options we've seen featured in a flight-sim program. The "helicopter computer system" takes you through a series of manoeuvres — with prompts appearing to guide you through your first flights. You are still in complete control of the chopper however — and a wrong move could end in disaster.

Graphics are pretty basic but the sound is great — you hear the roar of the engine and the swish of the blades.

• Graphics	**7**
• Sound	**9**
• Value	**8**
• Playability	**9**

SPYHUNTER

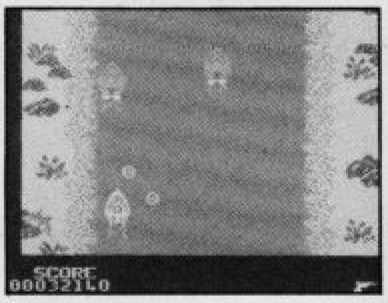
MACHINE: CBM 64/Spectrum/Atari
SUPPLIER: US Gold
PRICE: CBM 64 (disc) £12.95 (cass.) £9.95, Spectrum £7.95

A classic arcade game becomes a classic computer game with this all-action scrolling shoot-out from US Gold.

Drive your spy-car along a treacherous roadway packed with enemies attempting to wipe you out. Take a dip in the river as your car converts to a superhydro boat and blast the villains who set out to sink you.

How far can you go? How high will your score be? Will it get into the *C&VG* Hall of Fame like this great game has?

The graphics on all versions are good and the game is totally addictive. Get it.



• Graphics	**9**
• Sound	**9**
• Value	**9**
• Playability	**10**

RAPID ROUNDUP

BBC/Electron	*CSM*	*SIM*
	Kosmos	*Answer Back Sport*
	Software Alligata	*Night World*
	Mirrorsoft	*Quick Thinking Plus*
	Level 9	*Emerald Isle*
	Software Interceptor	*Tales of Arabian*
	Micros	*Nights*
	English Software	*Kissin' Kousins*
BBC	*Micrograf*	*Vampire Castle*
		Hacker 2000
		Corpuscle
	Micropower	*Castle Quest*
	Robico Software	*Beeline*
	Robico Software	*Banjax*
	A&F Software	*Orpheus*
	Martech	*Brian Jacks*
		Superstar Challenge
	Imagine	*Wizardore*
	Ultimate	*Knightlore*
C16	*Mr Chip*	*Pacmania II*
	Software	*Graphics Master*
		Olympic Skier
	CRL	*Berks*
		Major Blink
	Gremlin Graphics	*Xargon Wars*
	Granard	*Crazy Golf*
	Communications	*Harbour Attack*
		Stellar Wars
	Microdeal	*Cuthbert in Space*
		Mansion Adventurer 1
		Williamsburg
		Adventurer 3
		Arena 3000
		Cuthbert Enters the
		Tombs of Doom
	Bug Byte	*Twin Kingdom Valley*
	Melbourne	*The Wizard & The*
	House	*Princess*
		Classic Adventure
	Anirog	*Minipedes*
		Petch
		Las Vegas
		Out on a Climb
		Catacombs
	Solar Software	*Galaxions*
		Robin to the Rescue
	Audiogenic	*Grand Master Chess*
	CRL	*Berks III*
	Probe Software	*Defence 16*
	Melbourne	*Dark Tower*
	House Mastertronic	*BMX Racers*
	Creative Sparks	*Tower of Evil*
MSX	*Level 9 Software*	*Return to Eden*
	Quicksilva	*The Snowman*
		Booga-Boo (The Flea)
	Kuma	*Spooks & Ladders*
	Argus Press	*MSX Magazine on*
		Tape
	Melbourne	*The Hobbit*
	Electric Studio	*Sprite Editor*
	Mastertronic	*Finders Keepers*
	Activision	*Decathlon*
		Ghostbusters
AMSTRAD	*Alligata*	*Defend or Die*
	Interceptor	*Chopper Squad*
	Software Anirog	*Survivor*
		Flight Path 737
		House of Usher
	Digital	*Fighter Pilot*
	Intergration	
	AMsoft	*Osprey*
	Software	*Jet Set Willy –*
	Projects	*Final Frontier*
	Wintersoft	*Rings of Darkness*
	Software Interceptor	*Heroes of Karn*
	Micros Artic	
	Computing Ltd	*Amstrad World Cup*
	Melbourne House	*The Hobbit*
	Anirog	*Moon Buggy*
	Taskset	*Jammin'*
	Vortex	*Android Run*
	Melbourne House	*Sir Lancelot*
	Incentive	*Confuzion*
	Scorpio Games Ltd	*Vampire Killer*
	Micro Power	*Killer Gorilla*
	Cable Software	*Digger Barnes*
	Incentive	*Millionaire*
	Gamma	*Cribbage*
	Software Ocean Software	*Kong Strikes Back*
		Hunchback II
		Daley Thompson
		Decathlon
	Argus Press	*Amstrad Magazine*
		on Tape
	Ultimate	*Knightlore*
DRAGON	*A&F Software*	*Screaming Abdabs*
	Software Projects	*Jet Set Willy*
ATARI	*Argus Press*	*Atari Magazine on*
		Tape
	US Gold	*Dropzone*
		Pac Man
		Mr Do
		Dig Dug
	Ariolasoft	*Murder on the*
		Zinderneuf
		Hard Hat Mack
		Mule
		Archon
	Activision	*Decathlon*
		Space Shuttle
	English Software	*Kissin' Kousins*
VIC 20	*Argus Press*	*Vic Magazine on Tape*

THE CHARTS

THIS MONTH	LAST MONTH		*MACHINE	MANUFACTURERS	WEEKS IN CHARTS
1	1	SOFT AID	SP CO	QUICKSILVA	8
2	3	SPY HUNTER	SP CO	US GOLD	6
3	2	WORLD SERIES BASEBALL	SP CO	IMAGINE	5
4	10	COMBAT LYNX	SP CO BB EL AM	DURELL	28
5	22	BRIAN JACKS' SUPERSTAR CHALLENGE	SP CO BB EL	MARTECH	4
6	RE	KNIGHT LORE	SP BB AM	ULTIMATE	20
7	7	BRUCE LEE	SP CO AT	US GOLD	20
8	14	STARION	SP	MELBOURNE HOUSE	3
9	6	GREMLINS	SP C1 CO BB EL	ADVENTURE INT.	4
10	4	GHOSTBUSTERS	SP CO AM AT MS	ACTIVISION	22
11	12	PITSTOP 2	CO	CBS	3
12	13	SHADOWFIRE	SP CO	BEYOND SOFTWARE	2
13	11	FOOTBALL MANAGER	SP CO C1 BB EL	ADDICTIVE GAMES	31
14	5	DALEY THOMPSON'S DECATHLON	SP CO AM	OCEAN	31
15	29	SORCERY	SP CO AM MS	VIRGIN	8
16	21	MINI OFFICE	SP CO BB EL AM	DATABASE PUBLICA	9
17	9	INTERNATIONAL BASKETBALL	CO	COMMODORE	2
18	20	IMPOSSIBLE MISSION	CO	CBS	14
19	38	CAULDRON	SP CO	PALACE	2
20	NE	ENTOMBED	CO	ULTIMATE	1
21	18	EVERYONE'S A WALLY	SP CO	MIKROGEN	9
22	19	BMX RACERS	SP CO C1	MASTERTRONIC	12
23	28	CHUCKIE EGG 2	SP BB	A & F SOFTWARE	3
24	26	BOOTY	SP CO	FIREBIRD	24
25	39	FINDERS KEEPERS	SP	MASTERTRONIC	12
26	34	VEGAS JACKPOT	SP CO C1 V2 DR	MASTERTRONIC	23
27	17	AIR WOLF	SP CO	ELITE	19
28	25	DEATH STAR INTERCEPTOR	SP CO AM	SYSTEM 3	6
29	49	HUNCHBACK	SP CO BB EL V2	OCEAN	29
30	15	RAID OVER MOSCOW	SP CO	US GOLD	22
31	24	POLE POSITION	SP CO BB EL AT	ATARI	8
32	35	GRAND NATIONAL	SP	ELITE	4
33	16	GYRON	SP	FIREBIRD	2
34	8	MOON CRESTA	SP CO	INCENTIVE	6
35	31	CHILLER	SP CO	MASTERTRONIC	20
36	44	EMERALD ISLE	SP CO BB AM AT	LEVEL 9	7
37	RE	FLIGHT PATH 737	SP CO C1 BB EL	ANIROG	30
38	37	ALIEN 8	SP	ULTIMATE	10
39	40	FORMULA ONE SIMULATOR	SP	MASTERTRONIC	9
40	36	FIGHTER PILOT	SP CO Z8 AM	DIGITAL INTERGRA	22
41	23	MANIC MINER	SP CO BB AM OR	SOFTWARE PROJECT	29
42	32	BLOCKBUSTERS	SP CO BB EL	MACSEN	17
43	27	JET SET WILLY	SP CO AM DR MS	SOFTWARE PROJECT	29
44	30	MATCH DAY	SP CO	OCEAN	20
45	RE	TOWER OF EVIL	SP C1 CO V2	CREATIVE SPARKS	2
46	42	ELITE	BB EL	ACORNSOFT	30
47	NE	MINDER	SP AM	DK TRONICS	1
48	33	DRAGON TORC	SP	HEWSON CONSULTANT	5
49	RE	STEVE DAVIS SNOOKER	SP AM	CDS	20
50	RE	ZAXXON	SP CO BB AT DR	US GOLD	28

SPECTRUM TOP 10

1	3	SOFT AID	VARIOUS
2	1	SPY HUNTER	US GOLD
3	2	WORLD SERIES BASEBALL	IMAGINE
4	5	STARION	MELBOURNE HOUSE
5	4	SHADOWFIRE	BEYOND
6	7	BRUCE LEE	US GOLD
7	10	CHUCKIE EGG 2	A & F SOFTWARE
8	RE	FINDERS KEEPERS	MASTERTRONIC
9	RE	BRIAN JACKS' SUPERSTAR CHALLENGE	MARTECH
10	6	GYRON	FIREBIRD

AMSTRAD TOP 10

1 KNIGHT LORE
2 DALEY THOMPSON'S DECATHLON
3 GHOSTBUSTERS
4 SORCERY
5 COMBAT LYNX
6 FIGHTER PILOT
7 JET SET WILLY
8 EMERALD ISLE
9 MINI OFFICE
10 STEVE DAVIS SNOOKER

COMMODORE C64 TOP 10

1	1	SOFT AID	VARIOUS
2	3	PITSTOP 2	CBS
3	2	INTERNATIONAL BASKETBALL	COMMODORE
4	5	IMPOSSIBLE MISSION	CBS
5	8	CAULDRON	PALACE SOFTWARE
6	NE	ENTOMBED	ULTIMATE
7	4	WORLD SERIES BASEBALL	IMAGINE
8	NE	GROGS REVENGE	US GOLD
9	6	AIR WOLF	REALTIME
10	RE	BRIAN JACKS' SUPERSTAR CHALLENGE	MARTECH

SP=SPECTRUM, CO=COMMDORE, BB=BBC, EL=ELECTRON, C1=C16, AM=AMSTRAD, MS=MSX, AT=ATARI, DR=DRAGON, V2=VIC 20, Z8=ZX81, OR=ORIC



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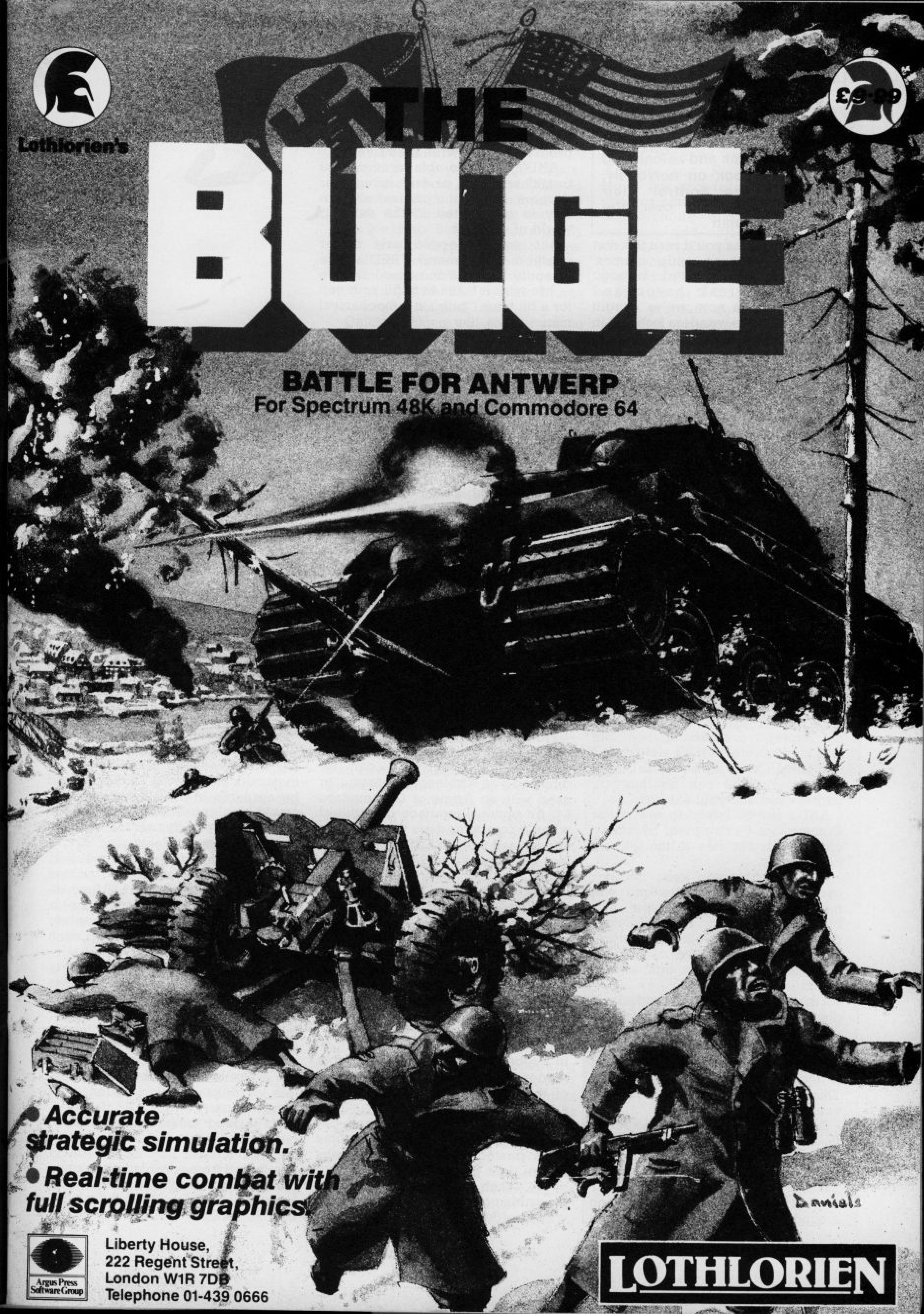
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LETTER FR…

The hooded figure sits quietly at the desk. He begins to manipulate knobs on a strange panel. Behind him, a metal figure stirs to life. The dark and astonished henchmen look on nervously, awed at the control their master possesses over the mechanical man . . .

Once upon a time you'd read this sort of thing in cheap pulp comics. Cowled villains created fantastic robots to wreak havoc and destruction. But now we've caught up even with the wonders featured in films like Fritz Lang's *Metropolis*, and such control is now not just possible, but affordable as well.

Nolan Bushnell pretty much started computer gaming when he created *Pong* — the original bat and ball arcade game — not so many moons ago. You'd expect the originator of Atari and the Chuck E. Cheese Theatre Time restaurants to create something that'd knock your socks off. And his new company, Axlon, delivers the goods with ANDY, the $119.00 programmable robot.

Axlon's ANDY is made of metal and high impact plastic. He's certainly not impressive at first glance, but he's kind of cute, being barely over a foot tall, all in white with black trim. But it's what he can do that will impress you and your friends.

ANDY can be linked to an Atari or Commodore 64 computer by a long cord which attaches to the second joystick port.

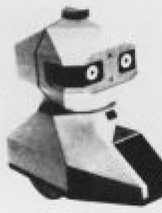
Providing that you keep his four batteries fresh, this little guy will move at your command, spin, and blink his eyes on and off. He'll produce sounds to your specifications and has sensors that can be programmed to respond to light and/or sound.

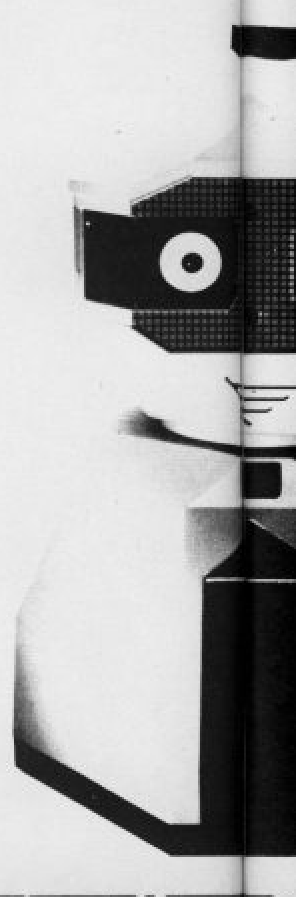
Two programs are provided on disc. The demonstration program responds to letter-indicated commands and also allows ANDY to be joystick controlled. Also included is the Personality Editor program. This lets you really tailor ANDY to your wishes.

It uses English commands to set up IF/THEN statements which can then be incorporated into the operation program. You could create an "angry" personality, causing ANDY to react by beeping and spinning around every time he bumps into an object. Or just about anything you'd like.

The manual is well written and, thank goodness, understandable by those of us who want to use computer programs — not write them!

ANDY won't be able to serve you breakfast in bed, or even bring your slippers, but what a painless and fun way to get started in the exciting world of robotics.





But some people are never satisfied. Want more? FRED — the **F**riendly **R**obot **E**ducational **D**evice — has what it takes to fulfill your yen for a bit more "bite" in a mechanical man.

FRED is one of a series of sophisticated robots from the California-based Androbot Corporation. TOPO is the flagship of the line — an advanced, and expensive, machine that can be programmed for independent movement and voice. FRED shares the same tailor as his older brother, as they both have distinctive geometric shapes. Unfortunately they differ in price. He retails for $499.00. That's a far cry from TOPO and a mile from the eldest, BOB — Brains on Board — who retails for over $7,000.

FRED may only be 14" tall, but he doesn't stand short when you examine his specs. He can be directed by a wireless remote unit, or used with an Apple or Commodore 64. An optional interface is required when a computer does the directing and is used with FREDSOFT, a Logo-like language — sold separately for $79.00.

FRED's tether is a 16 foot infra-red light link.

One of the neatest things about FRED is his digitised voice. He "knows" over 55 words which can be programmed into sentences. In fact, he'll speak out when his batteries start to run down. It makes him hard to ignore.

ELSEWHERE

In a recent letter from Hong Kong, a reader, Lester L, asks about the status of the LucasFilm games, *Ballblazer* and *Rescue at Fractalus*.

What happened was that the original LucasFilm/Atari programs were pirated left and right months before their planned release in June of '84. Then Atari went under and everything got put on hold.

Epyx of Sunnyvale is now releasing updated versions of these titles on disc for various computers, including the Atari — which reader Lester is most concerned with. So they should be available in the UK soon. Lester would also appreciate some tips on level 87 of *Lode Runner*. Anyone out there with answers?

Speaking of games, did you ever wonder what kind of colour monitors game reviewers prefer? After all, they tend to spend hours before a tiny screen muttering to themselves about the "mechanics" of each program.

My solution is to blow everying up on a projection television. Games look great and you really feel like you're part of the action. It may not be the highest resolution, but what's good really shines when it's bigger than life. And it's a lot easier on the old eyeballs too. Add a pair of wireless joysticks and it's an unbeatable combination.

It's a good thing I stay in shape, because all this month has been one long adventure. I've been battling everything from wizards to monsters, moving through strange and mystical lands — including one that is all too real. You'll find out about that soon!



ROM AMERICA

Strategic Simulations are best known for their series of wargame scenarios. *Gemstone Warrior* (Apple/C64) is an exception to this, being an excellent addition to the list of arcade-style adventures.

You have been chosen to recover the long-lost gemstones. Passing through a mystical gate takes you through a myriad of screens, each filled with mystery, treasures and danger.

Using keyboard and joystick, you must fight off monsters and demons as you strive to set the world right. Magical objects discovered become part of your arsenal and you must always be prepared to fire arrows or hurl magical fireballs. Each screen is loaded from disc, and access time is amazingly fast even from the Commodore disc drive. Adventure lovers will find this most diverting.

Robert E. Howard's barbarian, Conan, has made the transition from the printed word to comic-books and movies. Now he stars in his own video game (Reviewed in *C&VG*s April 85 issue).

Datasoft's *Conan* (Atari/C64) has the muscular hero jumping over bridges, leaping across space and solving problems. Seven separate screens pit Conan against dangerous adversaries, each screen to be defeated before finally confronting the evil Volta.

Gathering my wits, I begin *Master of the Lamps* from Activison (C64). As an Arabian Prince, your missin is to recork the Genie who has escaped from his lamp. But first your must fly your magic carpet through ever-spiralling geometric shapes. Falling off returns you to the start. Successful navigation with the joystick brings you into his magical Den.

Quick thinking will enable you to ring the coloured bells so that they match the notes the Genie is blowing down at you. Beware, though, as each note has the power to push you right out of the Den and back to the start.

A piece of the lamp is a reward for completing a level — you win when the lamp reassembles itself and contains the Genie once again. But then there are two other, more deadly, Genies yet to face!

A kaleidoscope motif is integral to the game and combines with the music to create an atmosphere that is both pleasant and cartoonish.

Now comes a change of pace from mystical worlds to a setting stranger than any can imagine — perhaps the greatest adventure of all, more terrifying than anything you've ever known. It's NYC, the *Big Apple* (Atari/C64). How dare Synapse Software create a game that parallels life here so well?! NYC isn't so much about gaining points as it is about just plain survival.

You play the part of a tourist driving your car around a graphic representation of the City.

You can park in a pay-lot or take a chance on a vacant space. You then move your small figure about the various buildings.

Points are accumulated as you try to post mail, capture stray animals in the Central Park zoo, and eat lunch.

All the while, the City is conspiring against you. You could get hit by a car and forced to pay extravagant hospital fees. Or watch with horror as your car is towed away. Or experience any of the many other arcade-style dangers.

This is a superbly entertaining game that will have you climbing the walls — graffiti covered of course! I've been living in New York City for many years, and all that's missing are the sewer alligators.

The mailman brings a late arrival. Perfect timing — it's the *Adventure Construction Set* from Electronic Arts (C64). Designed by Stuart Smith of *Ali-Baba* and *Return of Heracles* fame, this arcade/graphic program enables you to create whole worlds of adventure and fill them with creatures and objects of your own choosing.

Imagine being able to play Zeus and ordain the pattern of events for mere mortals to follow.

The program comes with a mini-series of adventures that act as a tutorial, and there are three subsets to use — Fantasy, Spy/Mystery and Science Fiction. A full-blown game called *Rivers of Light* is also included. I wish I had had this kind of control before.

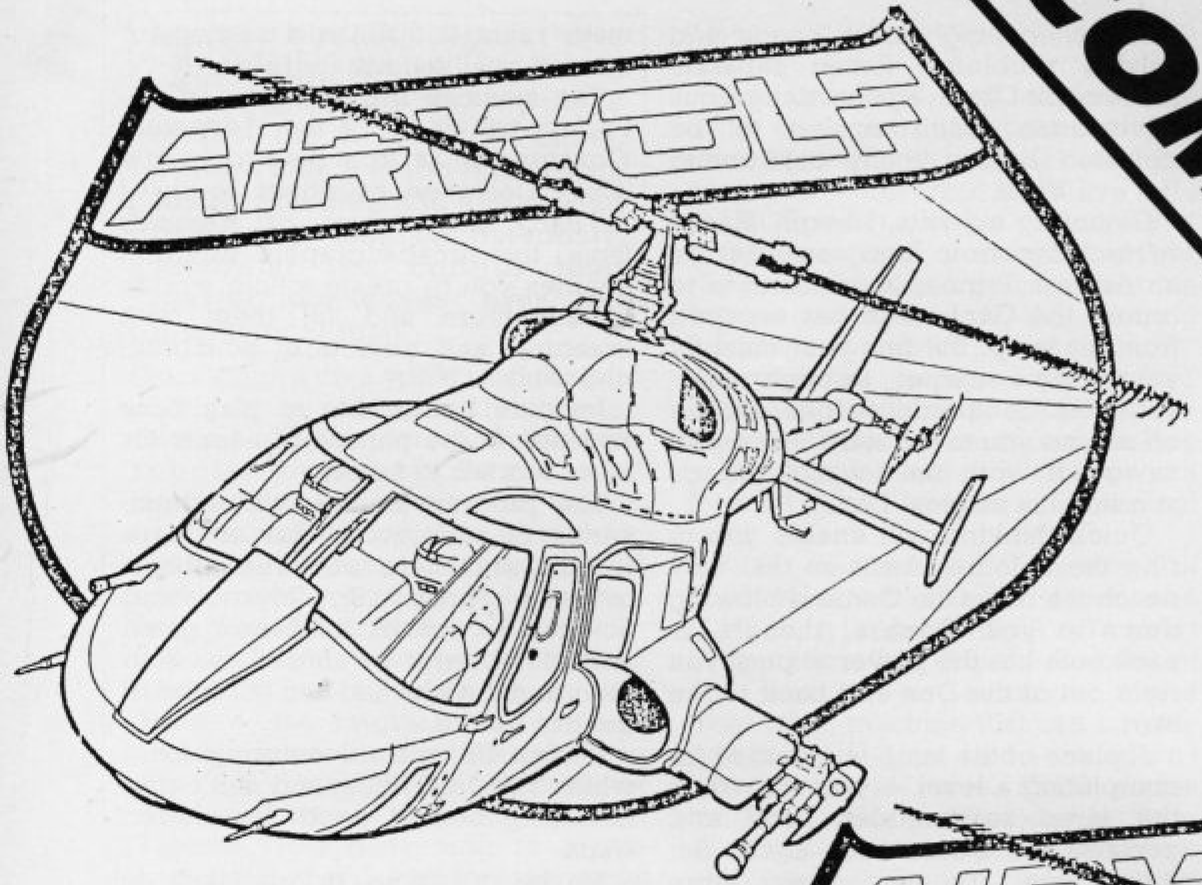
I think I'll quit adventuring for a while. I've lost 10lbs. and can't stop checking behind doors for hidden traps.

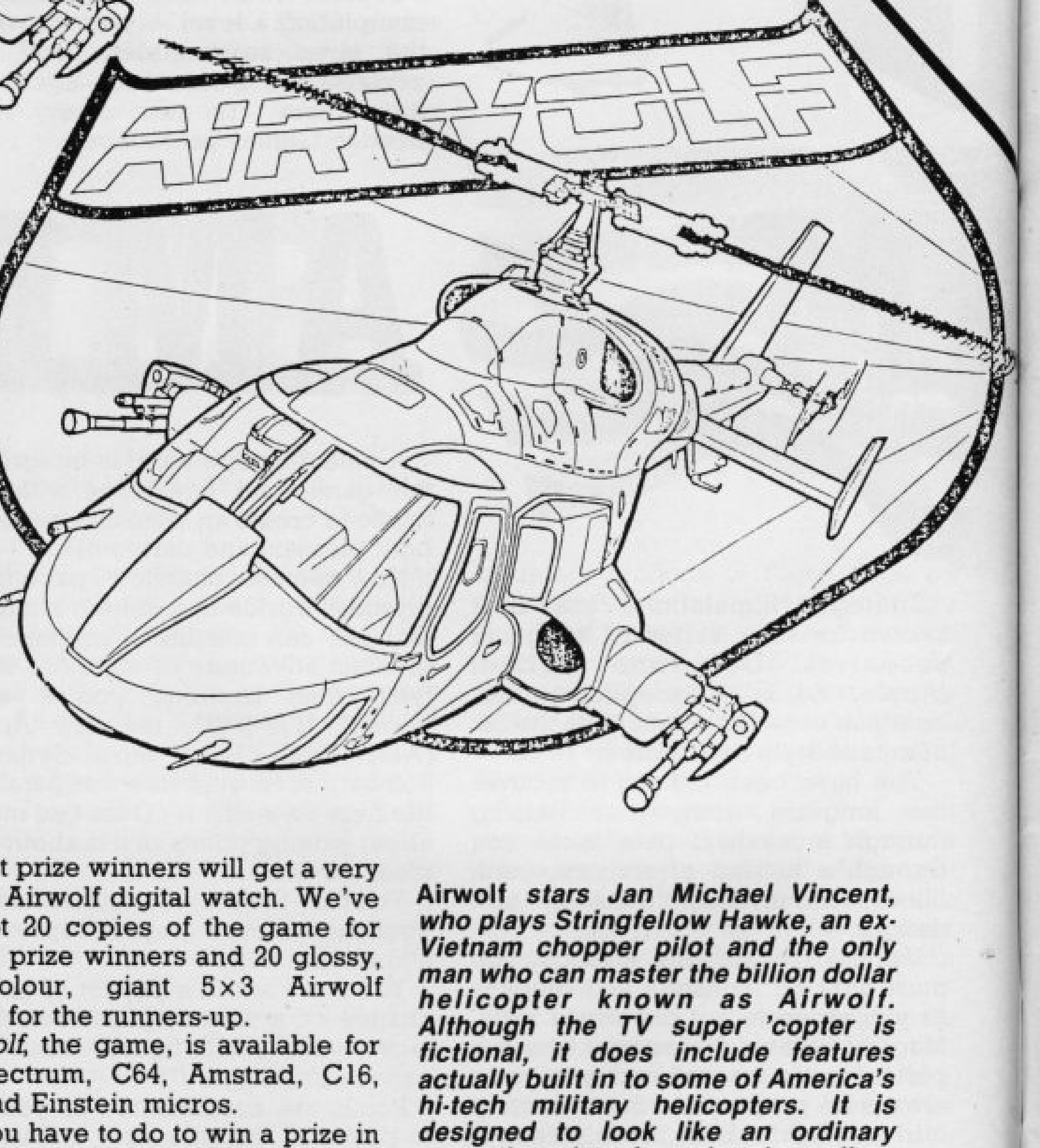
Maybe it's time to go back to blowing up aliens!

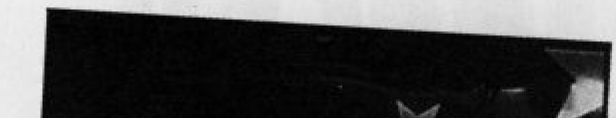
Manufacturer's information:
ADVENTURE CONSTRUCTION SET
Electronic Arts
2755 Campus Drive
San Mateo, California 94403
ANDY THE PERSONALITY ROBOT
Axlon, INC.
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Sunnyvale, California 94086
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GEMSTONE WARRIOR
Strategic Simulations, INC.
883 Stierlin Road, Bldg. A-200
Mountain View, California 94043-1983
MASTER OF THE LAMPS
Activision Home Computer Software
2350 Bayshore Frontage Road
Mountain View, California 94043
NYC-THE BIG APPLE
Synapse Software
5521 Central Avenue
Richmond, California 94804

Author's bio:
When not operating his photographic studio in New York City, Marshal M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and high technology.

AIRWOLF COMPETITION







Airwolf — the super 'copter — will be blasting back to your TV screens very soon. And, to celebrate the return of this exciting series, *C&VG* and Elite, the people who brought you the exciting computer game based on the show, have put together an Airwolf Competition exclusively for *C&VG* readers.

The prizes are pretty exclusive too! Ten first prize winners will get a very special Airwolf digital watch. We've also got 20 copies of the game for second prize winners and 20 glossy, full colour, giant 5×3 Airwolf posters for the runners-up.

Airwolf, the game, is available for the Spectrum, C64, Amstrad, C16, Atari and Einstein micros.

All you have to do to win a prize in our Airwolf extravaganza is tell us how many differences you can find in our two Airwolf illustrations.

Once you've decided how many differences there are, fill in the coupon and rush it to *Computer & Video Games*, Airwolf Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is July 16th, normal *C&VG* competition rules apply and the editor's decision is final.

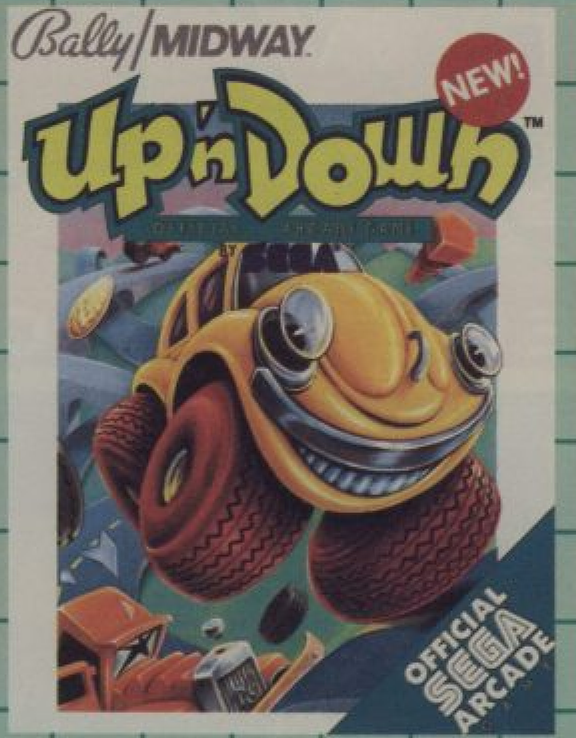
Airwolf stars Jan Michael Vincent, who plays Stringfellow Hawke, an ex-Vietnam chopper pilot and the only man who can master the billion dollar helicopter known as Airwolf. Although the TV super 'copter is fictional, it does include features actually built in to some of America's hi-tech military helicopters. It is designed to look like an ordinary executive aircraft — but is really a wolf in sheep's clothing!

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OUR ARCADE CAN HITS, WE BROUGH

Here at Sega, we like to think we know a thing or two about quality. Our reputation has been forged in the World's most competitive market, the American arcades. Discerning arcade players; and they know a thing or two as well; have voted our games some of



the best of all time. They've enjoyed high speed action, breathtaking graphics, thrills and spills, variety and



innovation as one chart-topper has followed another.

But why should the arcade players have all the fun we were asked. Of course there was no reason at all; and so we decided to bring our games home and let all the family have a piece of the action. We have re-written the programs for many of the popular home computers and now everyone from junior to grandma can have a go!

Like chasing the mighty ape up Monkey Mountain in CONGO BONGO, number 3 in the Billboard Chart in 1984. You'll ride hippos, dodge charging rhinos and do battle with jungle creatures; but make sure you don't end up as a lunch time treat for a man eating fish!

Or you can have a smashing time with Bally Midway's UP'N'DOWN. This is a frustrated motorists dream; you bash your way over rough roads,

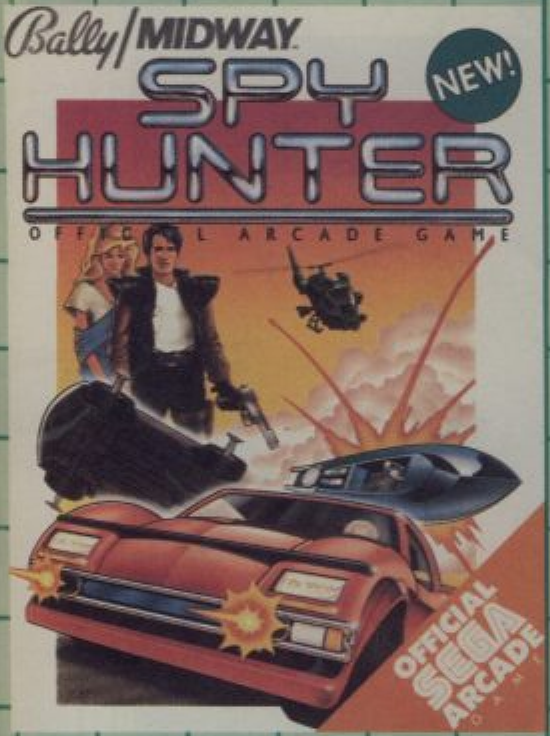


leap dead ends, canyons and crush anyone who gets in the way! No. 1 in the Play Meter Conversions Poll, UP'N'DOWN is one smash hit that really is a smash!

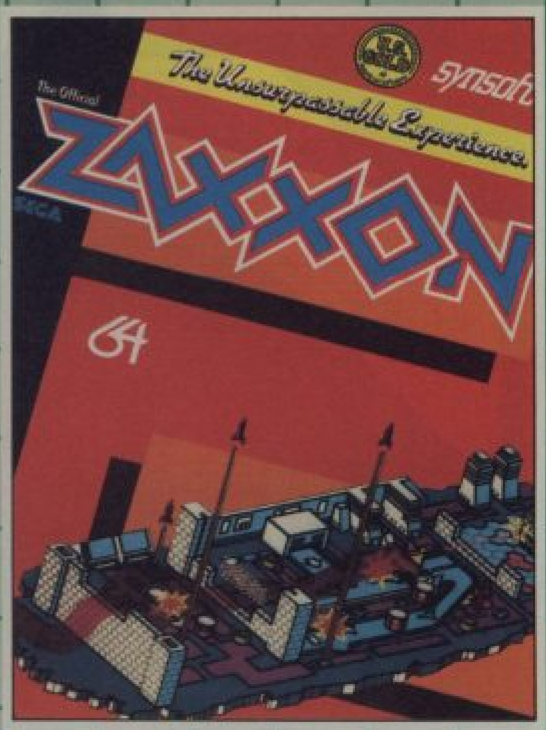
And if all that doesn't drive you to drink then TAPPER will! This has got to be the loudest, wackiest saloon bar there's ever been. The action gets truly out of hand as the overworked bar tender scrambles to serve his unruly (and very thirsty) customers.

	Commodore 64	Spectrum	Amstrad
SPY HUNTER	NOW	NOW	SOON
TAPPER	NOW	NOW	SOON
UP'N'DOWN	NOW	SOON	SOON
CONGO BONGO	NOW	SOON	SOON
ZAXXON**	NOW*	NOW	SOON
BUCK ROGERS	NOW	NOW	SOON

*Published by Synapse Software Corp. under licence from Sega Enterprises Ltd. **Atari version of ZAXXON available on cassette and published by Datasoft Inc. under licence from Sega Enterprises Ltd







MES WERE SUCH BIG CHT THEM HOME!

Work your way through the wild Western Saloon to the Sports Bar. From there to the slam dancing Punk Bar and into the Space Bar where the customers really are out of this world!

Down to earth with SPYHUNTER from Bally Midway. But don't expect any chance of a rest. After all, this was the number 1 arcade game of 1984 and now you're in the hot-seat of the deadliest machine on four wheels. You're after enemy spies. The situation is life and death. You'll need every weapon you've got–machine guns and guided missiles, oil slicks and smoke screens. But the enemy is everywhere. On the road, in the water, even in the air. So you'll have to be more than fast to stay alive in SPYHUNTER; you'll need brains and guts as well!

Fly into the 25th Century and bear the mantle of the legendary BUCK ROGERS. Skillfully slip through deadly electron posts. Dodge and destroy deadly space hoppers and alien saucers. Your race against death has just begun! Prepare for battle with your most powerful enemy... the mother ship. You must hit her dead centre–anything less will only waste fuel. Aim steady, but hurry... your fuel is dangerously low!

And finally there's the legendary ZAXXON–the ultimate experience. You'll pilot a space fighter through force-fields and enemy fire on your mission to do battle with the deadly ZAXXON. Countless others have gone before; now it's your turn to do battle. You'll quickly see why ZAXXON is one of only ten games that have made it into Electronic Games' American Hall of Fame.







Commodore 64 Cassette	£9.95
Commodore 64 Disk	£12.95
Spectrum 48K	£7.95

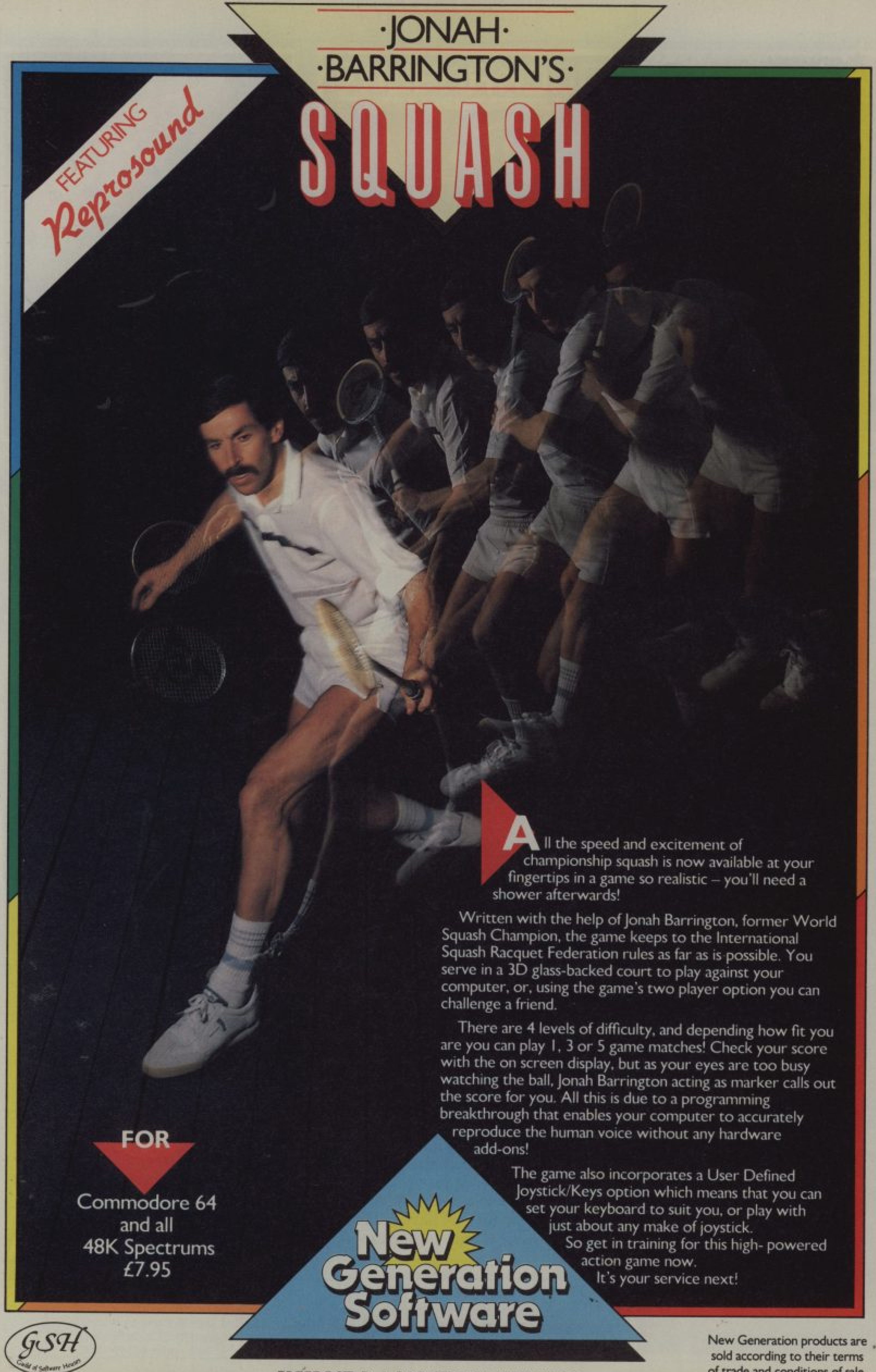
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·JONAH·
·BARRINGTON'S·
SQUASH
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All the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!
Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Racquet Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend.
There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human voice without any hardware add-ons!
The game also incorporates a User Defined Joystick/Keys option which means that you can set your keyboard to suit you, or play with just about any make of joystick.
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Dear Sirs (writes the very polite Carlos Garcia Fernandez from Espana),
I write about the MSX program *Major Tom.* I have hunted a bug. Line 720 says IF STRIG(O) THEN GOTO 80 ELSE GOTO 720.

I think that the line should be IF STRIG(O) = −1 THEN GOTO 80 ELSE GOTO 720.

I wish, if is possible, you publish more MSX programs.

Actually, Sir, we're both right. Next time you sit down at your keyboard, try typing PRINT 2+2=4. You'll find that the computer prints −1. Next, type PRINT 2+2=5 and you'll find zero printed instead. What this shows is that, to the computer, −1 is the same as "true" and 0 is the same as "not true".

Now, when you type IF STRIG(O), what you're actually saying is IF STRIG(O) IS TRUE, which is the same as IF STRIG(O)=−1. The opposite of IF STRIG(O), by the way is IF NOT STRIG(O). It may make the program a little less easy to understand, but it does save memory. I hope this is of use to you, Sir, and hope that you can find someone to translate my reply for you.

I was wondering, says Gary Betts, if you could set up a bulletin board which people could subscribe to. Then I could get *C&VG* through my modem.

Bulletin boards and viewdata systems, like Micronet, are great for some things but not for others. You'll find most of *C&VG*'s Spectrum and BBC programs up there from now on, so if you're a member you can put away your typing finger. However, have you ever seen pictures as good as *C&VG*'s on Micronet? At the moment, you just can't do it. In a few years, though, Picture Prestel will mean photo-quality bulletin boards, but the cost of a Picture-Prestel terminal is about the same as a 250 year subscription to *C&VG*!

Dear Bug Hunter,
Can you tell me something about the new BBC micro that was launched last month. Is it better than the model B? Is it worth the extra money?
Yours confusedly,
Rebecca Corwell.

The BBC model B+, just in case you didn't know, was launched at the beginning of May. The price of the plain old model B is still £399, while the B+ enters the market at £499. At almost £500 for a 64k 6502 micro, it's twice the price of other machines in its class and the number of improvements over the still-overpriced model B can be counted on the humps of a camel.

There's 64k of RAM, which leaves a minimum of 32k free whatever screen mode you're in. And there's more ROM sockets, which will save you having to pull out VIEW with a screwdriver when you want to use SLAVE.

And there's a built-in Disk Filing System (DFS to those in the know) with FORMAT and VERIFY commands included.

Acornsoft, the software division of Acornetti, have no plans to introduce any software exclusively for the B+, though the same can't be assumed for other software houses. If you do a lot of programming, the extra memory will be useful. But, if you have £500 to spend on a micro, stick to the standard BBC and buy yourself a few games with the change.

Barnaby Legg has a 48k Spectrum (no it's not a poem, it's a letter), but recently, he moans, his cassette recorder will load games perfectly but won't save any. What can I do about it, he asks.

Well, assuming that you remember to press RECORD when you save, I can't say for sure. It may be that your head (on the cassette recorder, silly) is dirty and affecting the quality of the recording. Alternatively, it could be the Spectrum. Find a friend with a Speccy, if you can, and ask him to try loading one of the games that you've saved. If it turns out to be the Spectrum at fault, and it's still under guarantee, return it to the shop where you bought it and ask for it to be mended. If it's the cassette recorder, do the same. But before you do anything like that, try cleaning the head with some head-cleaning fluid on a cotton bud, but DON'T use one of those cleaning tapes as they tend to wear your head away.

Now here's something interesting. Five minutes ago I opened a letter from Nick Phillips who says that using a name of CODEBUSTERS and an account number of 00166605 on that certain well known game will give you a million dollars. I put it aside, to decide whether or not to print it, when I came across a similar letter from Neil Shaefer from Billingham. If you have *Ghostbusters*, he says, try using a name of CODEBUSTERS and an account number of 00166605 and you'll get 85,000 dollars. Strange, eh?

Hey, what's this? Another letter about *Ghostbusters*? This time it's from Robert Wilby in Blackpool. Hey, guess what?, he says. Er, it's not how to get 85,000 dollars, is it Robert? Or a million? No, 850,000. Really! How? Just type in a name of CODEBUSTERS and an account number of . . .

Dear BH,
Is the new Amstrad machine worth buying? I've heard good and bad reports, and can't seem to make up my mind.

The new Amstrad 664 is the same as the 464, but with built-in disc drive. It comes with CP/M and LOGO. While LOGO may not be the most popular language under the sun, it is fun to use, and makes a change from Basic. And CP/M, in case you didn't know, is the most popular operating system for Z-80-based micros. Which means that loads of software should soon be available, though it'll mostly be serious stuff like word processors and business software. As a games machine, it's similar to the Spectrum and, if you ever see *Knight Lore* on it, you'll agree that it's a pretty good buy for the money.

Well that's about it for this month. Remember, if you have a problem with your micro, or there's something in the manual that you just can't get to grips with, drop me a line to the *C&VG* office or to the Bug Hunter account on Micronet, number 0127865576. Please mark your envelopes Problem Page, so that we can separate the problems from the Bug Hunter letters.



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

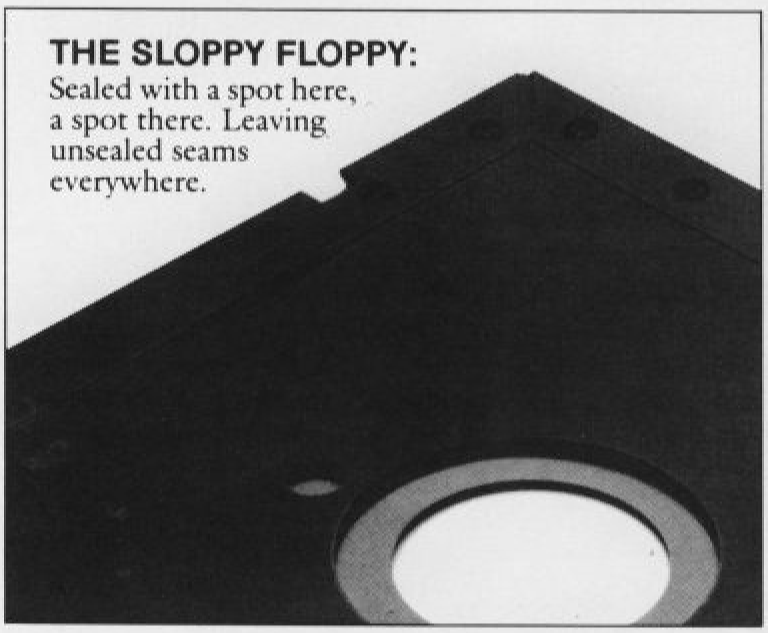
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

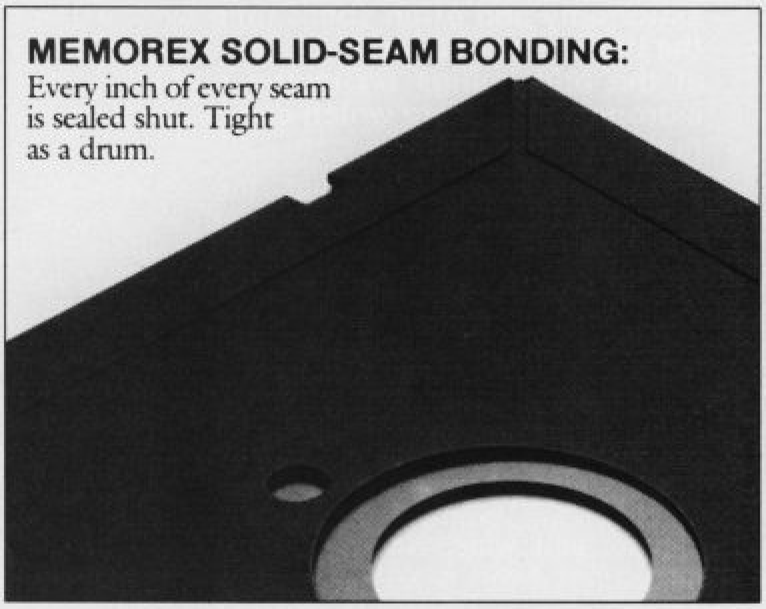


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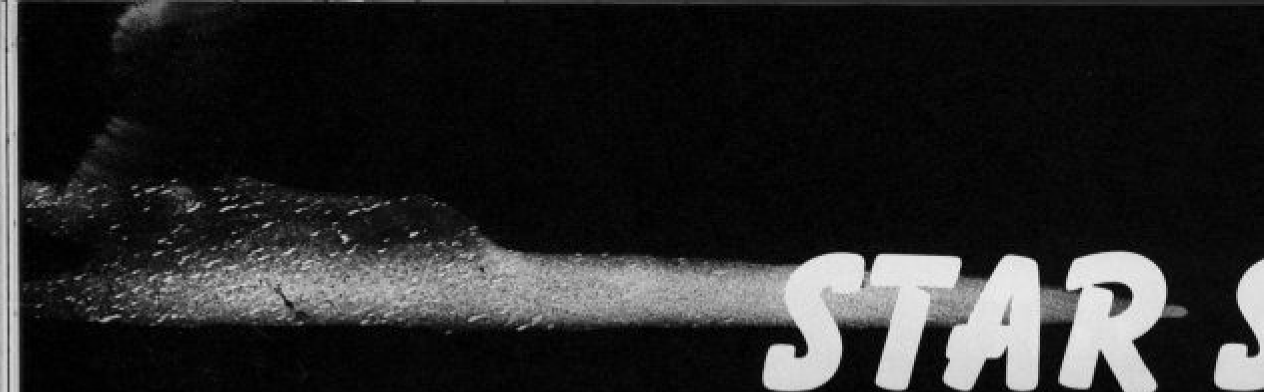
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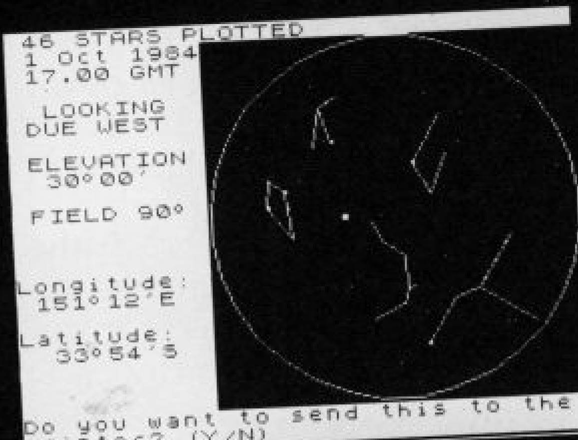


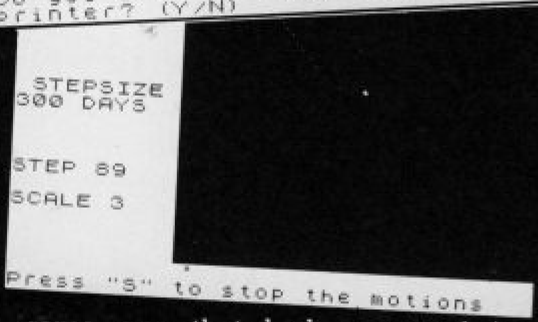
STAR SEEKER

Watch the skies this autumn and you'll see a spectacular sight. Halley's Comet is streaking across the heavens and will be close enough to be observed with the naked eye by the end of this year. It only comes around every 76 years — so don't miss it! While you're waiting for the comet to turn up, you could be observing other interesting objects in the skies — not just passing UFOs either. Our MSX expert, TOM SATO, who also used to study astronomy and often spent time overseeing observation work at the University of London Observatory in North London, now looks at the odd goings on in the night sky and some of the new astronomy software which can help you enjoy the wonders of the real universe . . .

There's no doubt that the arrival of Halley's Comet will be one of the most spectacular celestial events of the decade.

This comet has punctuated our history every 76 years with awesome display. The earliest record of its appearance was in 87BC. For many centuries the great comet terrified people. It was blamed for famine, revolution, plague, and wars. Now we know better, but it was not until 1682 that astronomer, Edmond Halley discovered that the comet approaching that year was the very

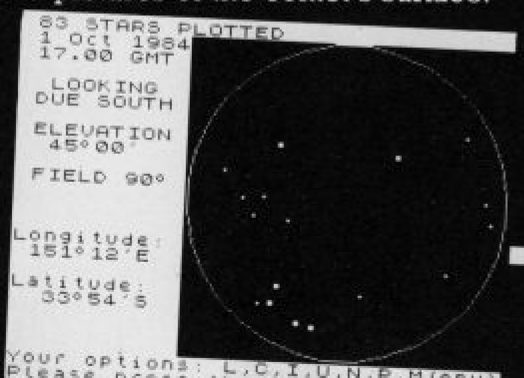


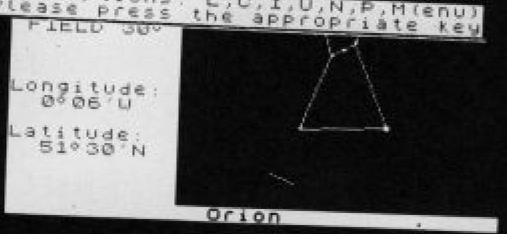


same one that had appeared in 1456, 1531 and 1607. He did some calculations and predicted that the comet would appear once again in the year 1758. When the comet returned on cue, it was named Halley's Comet to honour the astronomer!

Between November this year and March 1986, you too will be able to witness this great event. It will appear low in the western sky just after sunset. It will be more easily observed in the southern hemisphere but it should be visible to the naked eye in the skies above this country.

You'll also be able to watch it on television. The Americans, Russians, and Japanese are sending spacecraft to take a closer look at this fascinating object. The European Space Agency is also sending a probe, called *Giotto* (pronounced Jotto), using the Ariane launch rocket. The space craft *Giotto* is now being built by British Aerospace and will approach the comet as close as 300 miles to take TV pictures of the comet's surface.





Many astronomers now widely believe that comets are just huge snowballs containing rocks.

When they approach the Sun, the intense radiation evaporates the surface of the comet and gas and dust are blown away as a glowing plasma at an extremely high temperature. The solar wind, then carries this plasma away from the comet nucleus to form the "tail".

While you are waiting for the comet, you could still see some amazing sights in the night sky. It's good fun solving the mysteries of the universe and there are many fascinating phenomena you can observe simply by looking up.

If you go hill walking in mid-summer, and if the air is clear enough and city lights far enough away, you can see many streaks of light appearing in the sky. Often the streaks are so faint that you might think that you were seeing things. However, what you are seeing is a typical meteor shower. A good meteor shower to see is the Perseids in mid-August. You'll see about 12 meteors per hour!

What are meteors? Well, they are dust particles smaller than a grain of sand floating about in space. When they come near to the Earth, the gravitational pull of the Earth attracts these grains and they start to fall.

When they reach the Earth's atmosphere, the particle starts to burn because of the friction. Most meteors just burn up in the upper atmosphere and rarely make it to the ground but every day the Earth is showered with these objects.

Occasionally, the Earth passes through a patch in space where there are a lot of these floating dust particles. It's thought that they are left over from passing comets. As comets whizz around the solar system, they gradually break up and leave a dust trail behind them.

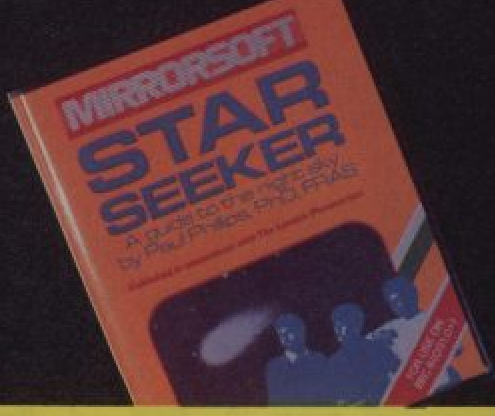
These dust particles tend to travel together and that's why there are streams of meteors which the Earth passes periodically.

Recently a number of software houses have realised the potential for astronomy software to cater for the growing interest in astronomy, as Halley's Comet approaches. Three astronomy programs have just been released which are now available for the BBC: *Star Gazer* by Century, *Star Seeker* by Mirrorsoft and *Astronomy* by BBC publications.

Star Gazer and *Står Seeker* are star map programs which show you what can be seen by the naked eye.

The Mirrorsoft *Star Seeker*





program was devised by Dr Paul Philips of University College London.

Star Seeker allows you to move the cursor to the position of a star and find out all the facts about it of which over 300 are covered. This package includes a program called *Solar System* which shows the position of the planets and also works out where Halley's Comet is. Most useful in the coming months.

Star Gazer is also a star mapping program but it includes a 100 page book on astronomy written by Heather Cooper, who is the current President of the British Astronomical Association.

If you would like to hear up-to-date news on astronomy, why not give British Telecom's Spaceline a ring. It is run by Dr David Whitehouse and updated every week. To hear the recording, phone (01) 246 8055.

Spectrum owners can look to the heavens using software packages like *Starsphere* from the aptly named Eclipse Software. *Starsphere* can plot 355 stars in 45 constellations and is menu driven. It gives a map of the entire night sky which can be rotated to show how the star patterns change with the passage of time.

Space Scan from MacMillan is an educational package. It won't give you star maps — but it will show you the shape and position of any one of 15 constellations. You also get a quiz option to test your knowledge.

Eaglesoft's *The Solar System* is a sort of Hitch Hiker's Guide to the objects "captured by the gravity of the Sun". The menu allows you to select various text information about various subjects — combined with graphic illustrations.

STAR SEEKER

MACHINE: BBC B/C64/Spectrum/MSX
PRICE: £9.95
FORMAT: cassette
PUBLISHER: Mirrorsoft

STARFINDER

MACHINE: BBC B
PRICE: £12.95
FORMAT: cassette
PUBLISHER: Century Communications

STARSPHERE

MACHINE: Spectrum
PRICE: £6.95
FORMAT: cassette
PUBLISHER: Eclipse Software

SPACE SCAN

MACHINE: Spectrum
PRICE: £5.95
FORMAT: cassette
PUBLISHER: MacMillan

THE SOLAR SYSTEM

MACHINE: Spectrum
PRICE: £3.50
FORMAT: cassette
PUBLISHER: Eaglesoft

WIN A TRIP TO THE PLANETARIUM!

If we've aroused your interest in watching the heavens then why not enter our really cosmic **Star Seeker** competition! There's more than one way to learn about the stars — but we reckon the best is to take a trip to the London Planetarium where you can watch all the wonders of the universe unfold around you. And you don't need a ticket to ride on the Space Shuttle to get there!

All you have to do to win a FREE ticket for two people to gain admission to this intergalactic house of fun is answer the simple astronomy quiz below.

We've got 10 double tickets to the Planetarium to give away, thanks to the people at London's big tourist attraction and **Mirrorsoft**, publishers of the *Star Seeker* program. 25 runners-up will get a copy of the Mirrorsoft *Star Seeker* tape, which comes nicely packaged with an informative booklet.

Once you've answered all the questions, fill in the coupon, not forgetting to tell us which computer you own, and send it to *Computer & Video Games*, Star Seeker Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is July 16th. Employees of Mirror Group Newspapers, Pergamon Press, their agents and families are not eligible to enter. Normal *C&VG* rules also apply and the editor's decision is final.

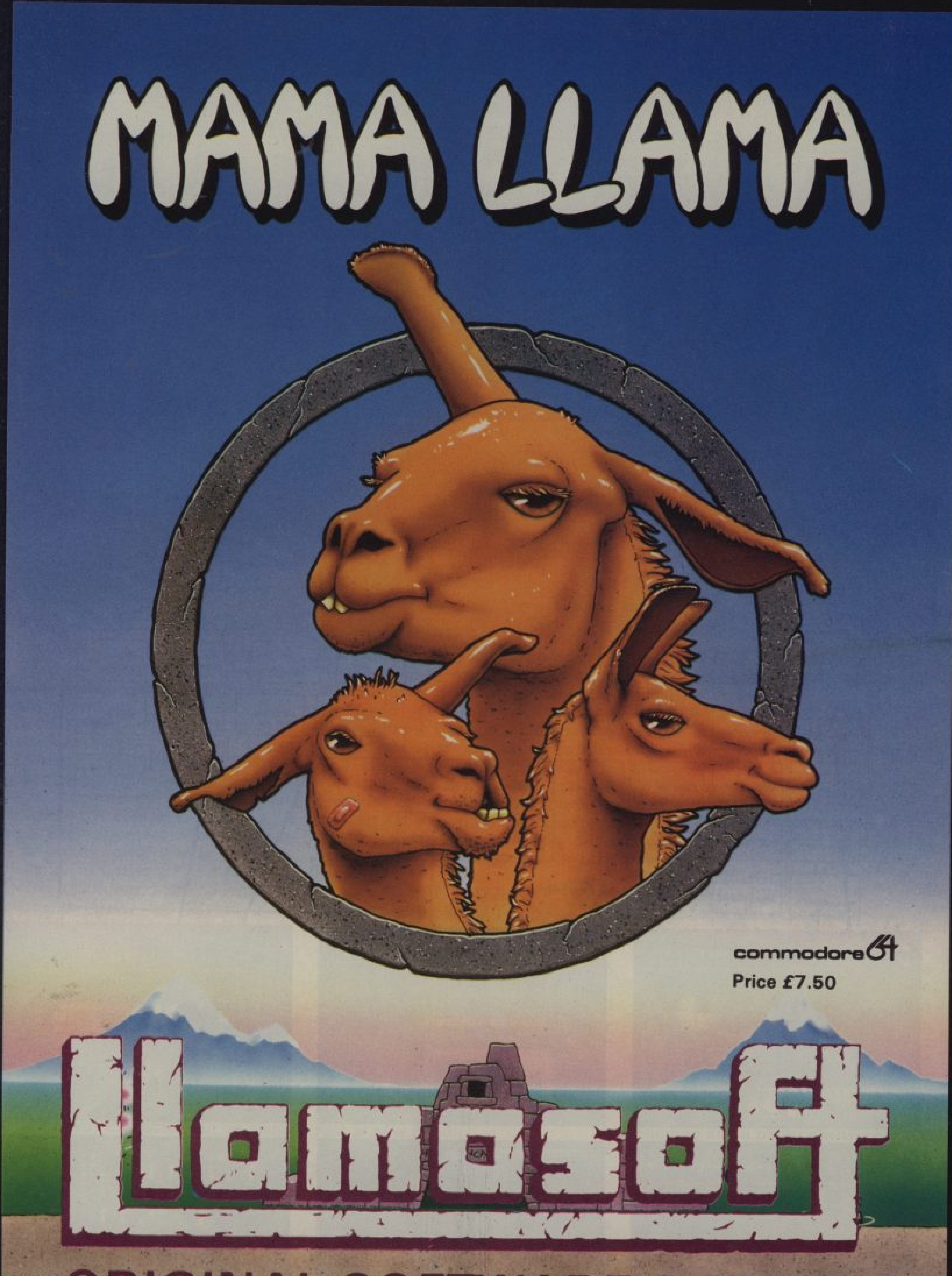
THE QUESTIONS

1) What is the Pole Star also known as?
2) How many planets are there in our Solar System?
3) Which planet is furthest from the Sun?
4) When was Halley's Comet last seen from Earth?
5) Which famous astronomer was the first to use the telescope?

C&VG/MIRRORSOFT STAR SEEKER COMPETITION

My answers are:...............................
1...
2...
3...
4
5

Name..
Address.......................................
....
Computer owned (tick box):
Spectrum ☐ C64 ☐ BBC/Electron ☐ MSX ☐


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llamasoft
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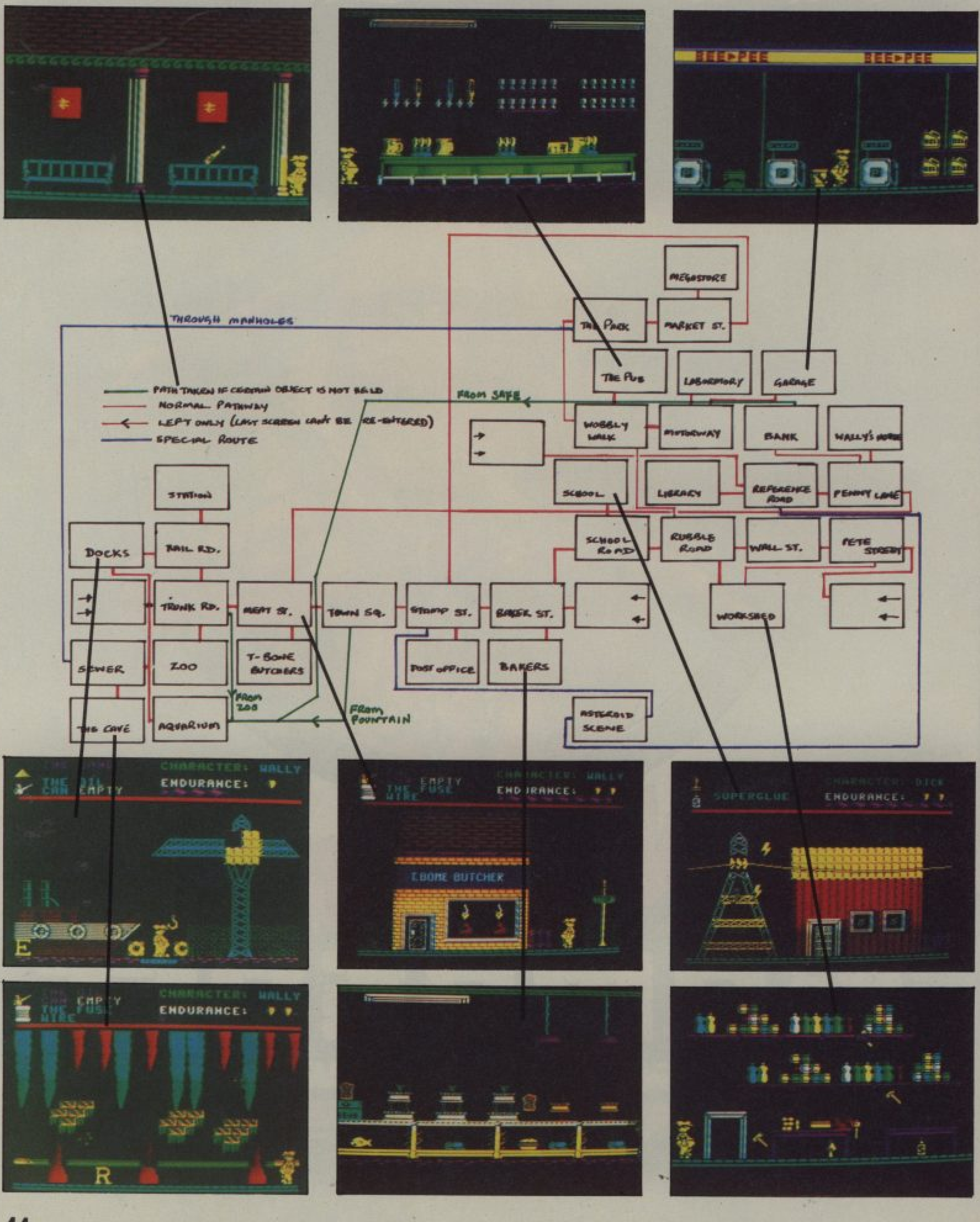
PROFESSOR VIDEO'S MAP SPECIAL

Here they are! YOUR maps in print! Ever since our dear old Prof. began giving lessons, his office has gradually been disappearing under a vast mound of maps sent in by his loyal students. So he managed to get hold of the editor and persuaded him to use some of these masterworks in the magazine.

We've got maps of *Everyone's a Wally*, *Staff of Karnath*, *Airwolf*, *Finders Keepers*, *Bruce Lee* and *Wizard's Lair* — plus the winning map in our *Gift from the Gods* contest.

So if you've sent the Prof. a map, dive between these pages to see if he's picked out yours!

EVERYONE'S A WALLY





His first role was in *Automania*, then *Pyjamarama* and now the epic *Everyone's a Wally*. Who? Wally of course!

In this game, the object is to open the safe in the local bank and remove the money contained within, in order to pay your family — The Gang — wages for work they've done. First, though, each character must do his work. Each character — there are five — has their own special abilities. Wally is the Gaffer, an odd job man, Dick is a plumber, Tom the Punk is a mechanic, Harry the Hippie is an electrician and Wilma is Wally's wife and, sexist though it is, her speciality is shopping! By the way, there appears to be a few clues to the game on the song by Mike Berry on side one of the tape, but my lips are sealed!

There is a sixth character, Herbert, Wally and Wilma's baby, but he is uncontrollable and lowers your endurance on contact. The whereabouts of any character can be found by pressing keys 1-5, which will cause the name of the street or building they are at to be printed. Without further ado, I will give you some help in getting into the game.

TO MEND THE FOUNTAIN:

1) You must be DICK.
2) Go to the Bakers and take the Monkey nuts.
3) Go to the Post Office and take the plunger.
4) Go into the Zoo and swap the nuts for the Monkey wrench. Without the nuts you are not allowed into the zoo, and you get thrown into the Aquarium — one of the "arcade" sequences, not unlike *Decathlon*. You can also get thrown into the Aquarium by standing on top of the fountain, or by going into the safe without a piece of the combination.
5) Stand on top of the fountain in the town square. The fountain is now mended!

TO BUILD THE WALL:

1) You must be WALLY.
2) Get the bucket and the sand.
3) Stand in the fountain — bucket fills.
4) Go to the cement mixer and move around it until you hear a noise.
5) Get the trowel and go to Wall Street.
6) Walk along the wall and the wall is now built!

TO MEND THE FUSE:

1) You must be HARRY.
2) Get the fuse wire and the fuse. The fuse is now fixed!

TO REPAIR THE ELECTRICITY PYLON:

1) You must be HARRY.
2) Jump into the telephone booth and play Asteroids until a short tune is sounded.
3) Leave the Booth and get the good insulator (Wilma usually has it).
4) Get the screwdriver from the Railway Station.
5) Go to School Lane, the sparks will move away and you can climb to the top of the pylon and replace the insulator.

TO STAMP THE PARCEL:

1) You must be WILMA.
2) Get the rubber stamp and the parcel.
3) Walk to the end of the Post Office, and it will be stamped.
4) Now you have to bring it to the docks. But I'm not sure where to put it!

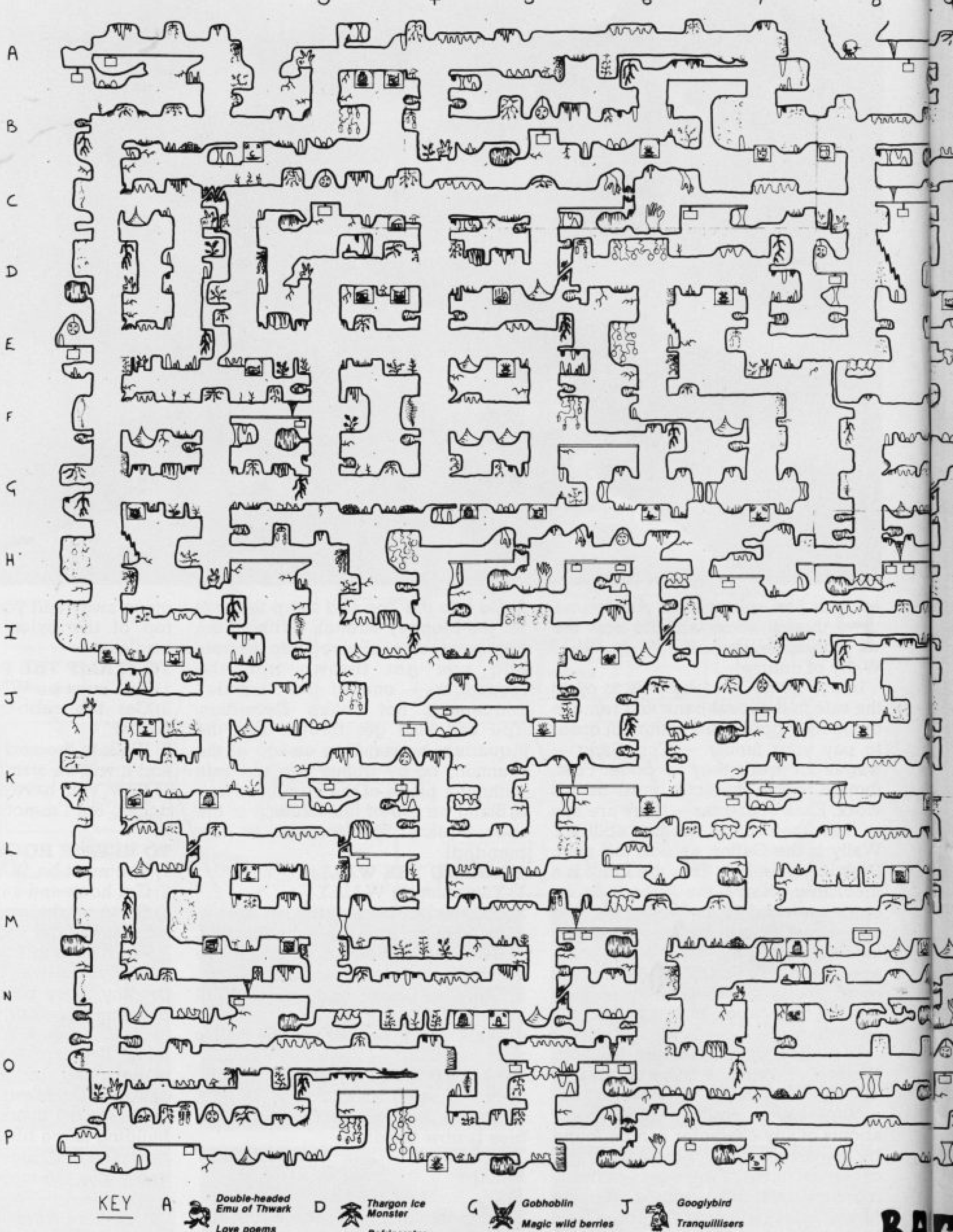
TO REPAIR HOOK:

1) You must be WALLY.
2) Get hook and super glue.
3) Go to workshop, jump around the equipment and it will be fixed.

You'll have to work everything else out for yourselves folks! Anyone who has any more problem solutions for *Everyone's a Wally* should send them to *Prof. Video's Workshop*. One last thing. If you're wondering how one screen can be entered from the centre of the lower one, it's easy. Just walk into the blank space between a building and a bush or whatever and press the Exit/Enter button. Now you know why the map is the way it is!

Micro-Gen have started a special Wally phone-in helpline for unfortunate addicts of the game. Comfort and help can be found on 0344 56447. A soothing voice will issue hints and tips on the Wally games.

BACKPACKER'S GUIDE

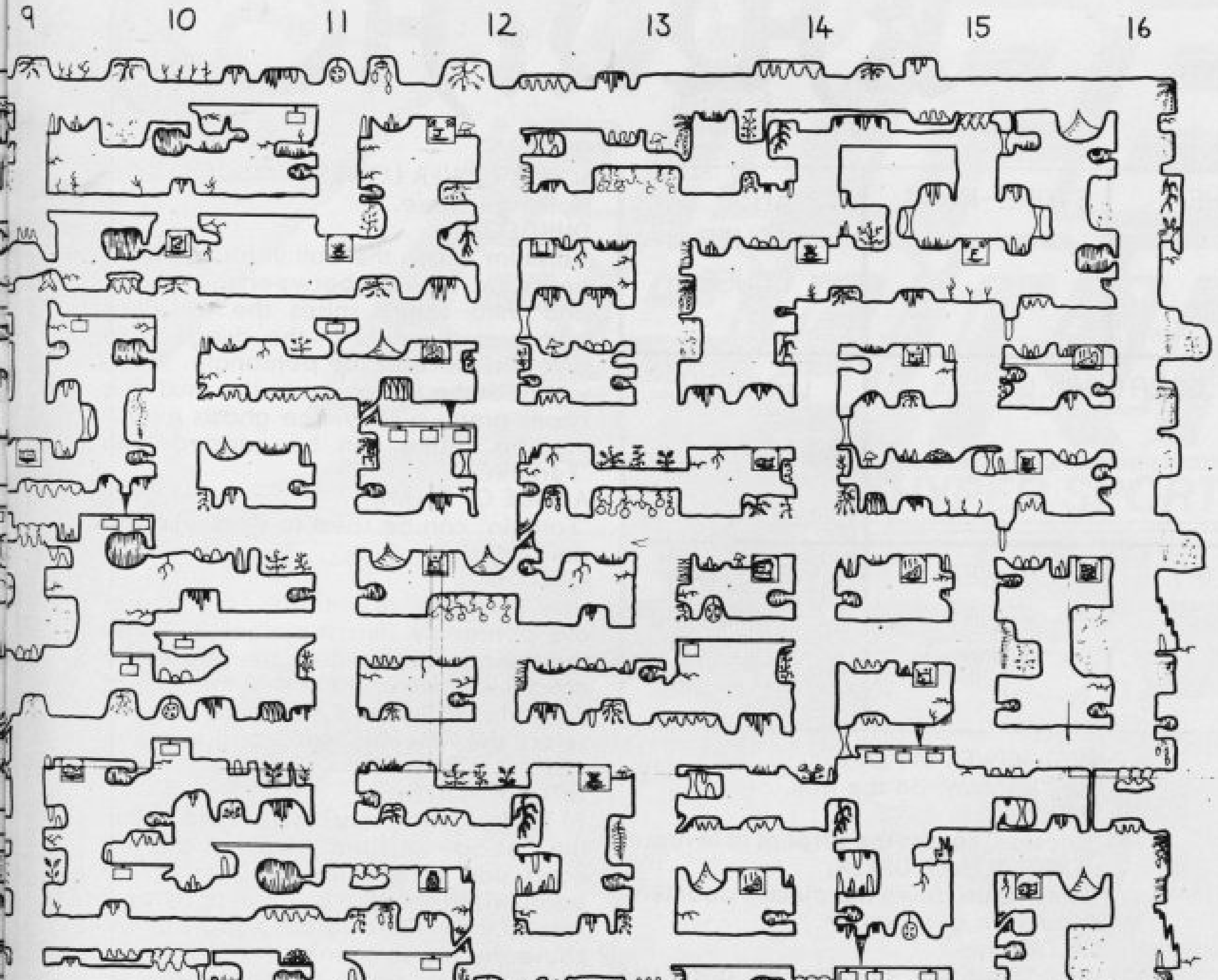


KEY

- A — Double-headed Emu of Thwark — Love poems
- B — Qually — Grass
- C — Fluffielump (projected image) — Blood; Fluffielump (true form)
- D — Thargon Ice Monster — Refrigerator
- E — Snottoid — Mega Handkerchief
- F — Urk — Tea bags
- G — Gobhoblin — Magic wild berries
- H — Long-haired Flook of Xenon — Slymewold cheese
- I — Spiny Norman — Maggots
- J — Googlybird — Tranquillisers
- K — Unidragodile — Hydrogen (H_2)
- L — Sirian Prickle Puss — Fish

PROFESSOR MAP SPECIAL VIDEO'S

One of the Prof's ace advisers, the legendary Des Claypole from Peterborough, came up with this massive map of The Backpacker's Guide. We had two choices of what to do with this masterpiece — wallpaper the entire *C&VG* office with it or shrink it down to size using the wonders of modern technology and stick it in the mag. As you can see, we dealt with it that way. Big or small, Mr Claypole's map is a real winner!



ACKPACKERS

TO THE UNIVERSE PART 1

PROFESSOR VIDEO'S MAP SPECIAL

The Staff of Karnath

NORTH TOWER LOWER	KITCHEN	STORE-ROOM	EAST TOWER LOWER
SERVANTS QUARTERS	GREAT HALL		LAUNDRY
WEST TOWER LOWER	ARMOURY	LOWER GUARD ROOM	SOUTH TOWER LOWER

GROUND FLOOR

LOWER GUARD ROOM:
Use "Forthrin" on armour.
ARMOURY:
Stairs to dungeons.
WEST TOWER LOWER:
Careful footwork.
SERVANTS QUARTERS:
Use "Forthrin" on ghost.
NORTH TOWER LOWER:
Using "Ibrahim" on the spider releases the piece of the pentangle in the storeroom.
GREAT HALL:
Zap the piece of the pentangle in the fire with the "Aeulus" spell.
KITCHEN:
Use "Forthrin" and fancy footwork.
EAST TOWER LOWER:
Wait for the skull to go to the right and grab the piece.
LAUNDRY:
The cross from the upper guard room is needed to get in here. When in just grab the piece.
SOUTH TOWER LOWER:
The vampire guarding the door to the laundry will move only when you have the cross from the upper guard room.
STORE ROOM:
Piece in the cobweb. To get it use "Ibrahim" on the spider in the north tower lower and make a run for it.
UPPER GUARD ROOM:
Use "Forthrin" to deal with the witch temporarily. There is a cross on the shield which is hanging on the wall. This is needed to move the vampire from the laundry door in the south tower lower. To get it, first zap the shield with the "Throbin" spell. When the cross falls onto the floor zap it with the "Omphalos" spell and pick it up.
TIMELESS ROOM:
To get the piece on the bed, fire the "Throbin" spell at the carpet and then run onto it before it levitates.

WEST TOWER UPPER:
Use "Ibrahim" on the troll.
TREASURY:
"Knossos" causes the serpent to levitate.
NORTH TOWER UPPER:
"Stoly" shuts down the electric door long enough to get through.
BALCONY:
Use "Forthrin" on monk, also use "Forthrin" to shield against electric shocks from the suits of armour.
MORNING ROOM:
From left hand side of room zap flowers on table with "Ibrahim" until they fall off the table.
LIBRARY:
Fire "Yerobas" at the piece of pentangle before picking it up to stop the skeleton attacking.
EAST TOWER UPPER:
Duck under the skull when it rises.
WAITING ROOM:
Wait a minute and watch the wall above the fireplace.

UPPER FLOOR

NORTH TOWER UPPER	MORNING ROOM	LIBRARY	EAST TOWER UPPER
TREASURY	BALCONY		WAITING ROOM
WEST TOWER UPPER	TIMELESS ROOM	UPPER GUARD ROOM	SOUTH TOWER UPPER

SOUTH TOWER LOWER:
Nothing in here.
DUNGEONS:
"Ibrahim" stops the troll in his tracks for an instant. Walking between the second and third coffins raises the red skull further to the right in the dungeon to reveal a piece of the pentangle. When you hear the beep, run to the skull as it closes pretty quickly. The ghosts guarding the coffins can be zapped with "Forthrin".
ABODE OF KARN:
"Forthrin" can be used to deal with the gargoyles.
OBELISK:
Use "Baracata" to enter all 16 pieces of the pentangle into the obelisk. When the last piece is inserted, the side of the obelisk will rise up to reveal the staff of Karnath. When it is revealed, quickly select the "Menhir" spell and zap the staff.
TIPS ON PLAYING:
1) To dodge the missiles from the bird in the "Abode of Karn", wait at the left hand side of a horizontal part of the path. When the bird is about to fly over you, quickly move to the right. This will cause the bomb to miss.
2) Start off collecting the harder pieces. This way the going gets easier and, if you get killed collecting one, losing a piece or two at the start is a lot better than losing 13 or 14 pieces after a half hour of play.
3) If trying for a harder part and energy is getting low, get an easier piece and go back for the harder part later on when the energy level is higher.
4) Harder pieces are namely:
Dungeons (two pieces)
Treasury
Library
Great Hall
Laundry
5) More often than not, strategy gets better results than firepower.



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ZX SPECTRUM £7·95
COMMODORE 64 £8·95
HYPER SPORTS™
HYPER SPORTS
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Imagine
..the name of the game
Be only at your peak as you enter the HYPER SPORTS stadium to compete in six NEW exhausting events in this state of the art simulation – the officially endorsed version of the No.1 arcade game.
The screens above are taken from the Arcade version and may differ from the home computer versions.
Continuing the challenge where 'Track and Field' left off.
Imagine Software is available from: WOOLWORTH, WHSMITH, John Menzies, Boots, LASKYS, Rumbelows, COMET, Spectrum Shops and all good dealers.



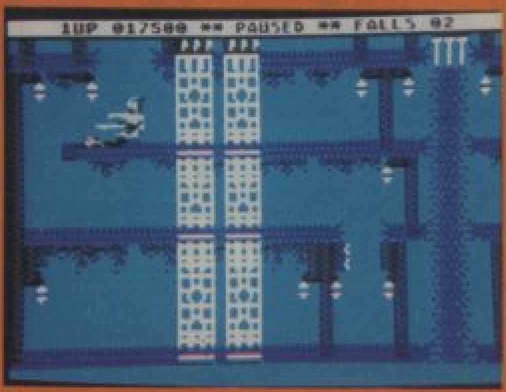
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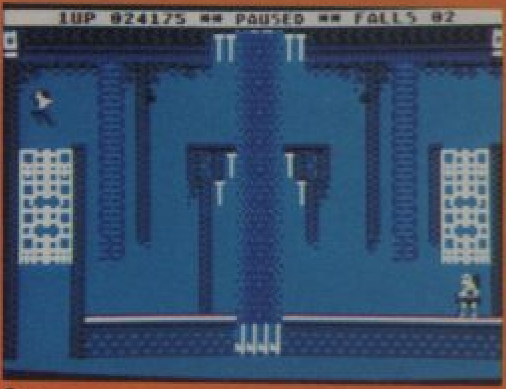
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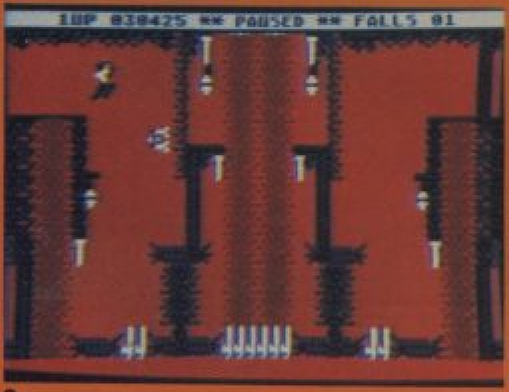
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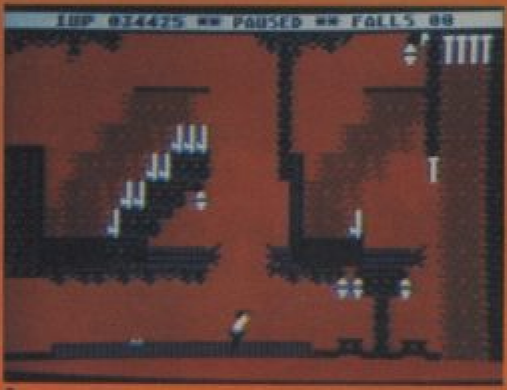
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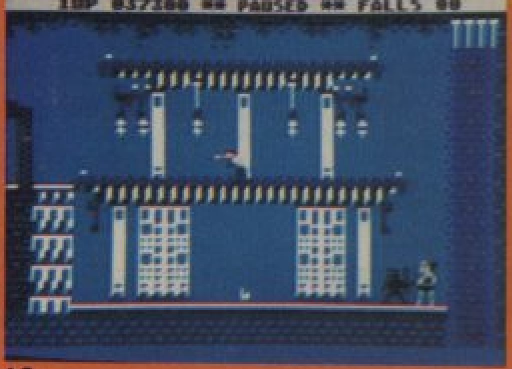
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11

On the screen is the courtyard of an ancient Chinese fortress with red tile roofs and paper lanterns. By the stone lion statue a battle is taking place between Bruce Lee and the Green Yamo, a giant Japanese wrestler with green skin. With a wicked chop to the head and two flying kicks, the Green Yamo is easily dispatched. But a Ninja appears, and knocks our hero down with a bokken stick! No, this isn't a scene from *Enter the Dragon* but from *Bruce Lee*, the game distributed by US Gold for the Atari, Spectrum and Commodore 64.

You play the part of Bruce Lee and must break into the Wizard's fortress to destroy him. To gain access to the various secret chambers, lanterns which hang from the ceiling must be collected. Along the way you must defeat the vicious Green Yamo and his Ninja army, evade electrical discharges, pan-lights and exploding T'sung-lin bushes and master paths of random particles. To help you defeat the Wizard, here is a picture map of the Wizard's fortress along with some tips for conquering each chamber by *C&VG* reader, Hans Hsu of Cambridge. The screens are numbered in their order of appearance.

If you would rather fight the Wizard without help then read no further, but do feast your eyes on the superb pictures from the Atari version of the game and contemplate the perilous adventure that awaits you. Otherwise, fellow martial artists, read on.

General Combat Skills

It takes three hits to defeat the Green Yamo and two hits to defeat the Ninja. The flying kick is the most effective blow to use, although the chop can be effective in close quarters. When the Green Yamo and the Ninja attack together, it is best to get the Green Yamo first before turning your attention to the Ninja.

One effective attack formation used by the computer is with the Ninja in front and the Green Yamo closely behind. A kick or chop knocks the Ninja down, but it leaves you vulnerable to a kick from the Green Yamo. The strategy to use here is to kick and then duck.

While you are ducking you are impervious to the Green Yamo's attack, however, the Ninja can come and poke you with his bokken stick.

Screens 2-4

These three screens are the front courtyard of the fortress. You must collect all the lanterns in these three screens before you can proceed to screen five. The entrance to screen five is a trapdoor in the bottom centre of screen three. If the fighting becomes too intense for you to collect that last lantern, just exit to another screen briefly and then return. You will find that the Green



Yamo and the Ninja have magically disappeared to give you a chance to collect that lantern. Once the trap-door has opened, you can gain some extra points by standing next to the opened trapdoor and, as you are attacked, kick your opponents into the gaping hole. This is somewhat tedious, but those extra points will add up to gain you a valuable extra life.

Screen 5

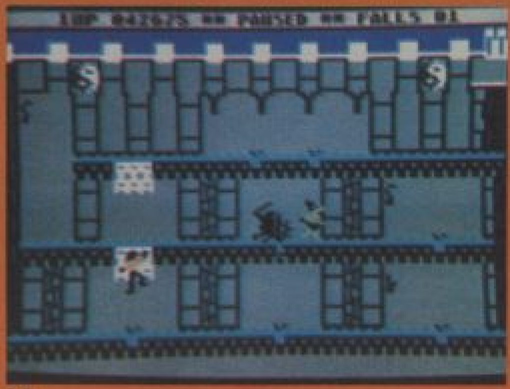
This is the first underground chamber. Note that Bruce Lee is in the ducking position mentioned above. Time your fall to the bottom levels to miss the electrical charges. Only the lanterns on the bottom level need to be collected to gain access to the next chamber.

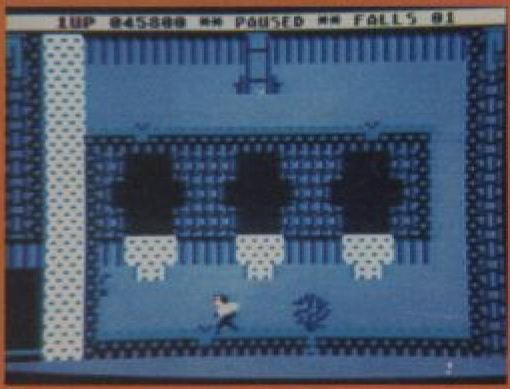
Screen 6

In this picture, Bruce Lee is jumping to the next chamber. Only the left lantern needs to be collected to proceed to the next chamber. Avoid the white spikes while you are climbing up the path of random particles. Time your fall to the next chamber to avoid the electrical charges.

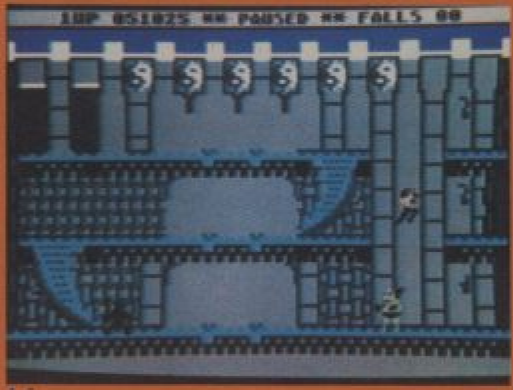
Screen 7

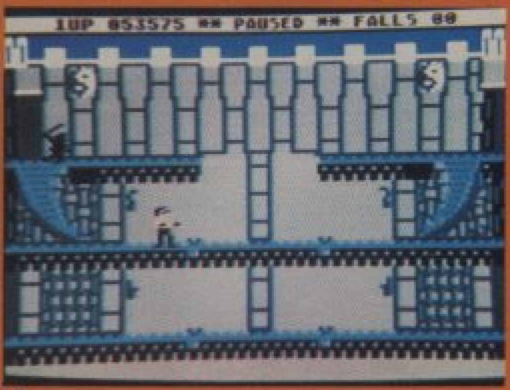
Exploding T'sung-lin bushes first appear in this screen. They are activated by the pressure of your foot as you run over them, and moments later send forth a deadly shower. They are quite useful for disposing of a closely pursuing Ninja or Green Yamo. All the lanterns in this screen must be collected. Collect all the lanterns on the top two levels first to


12

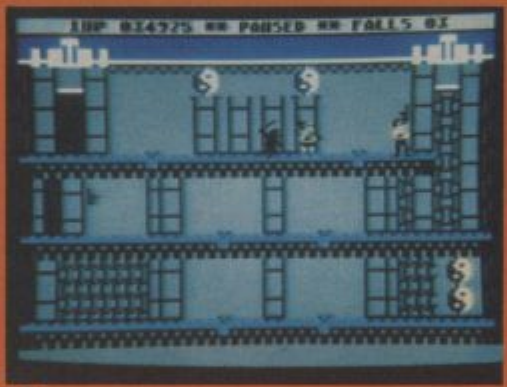


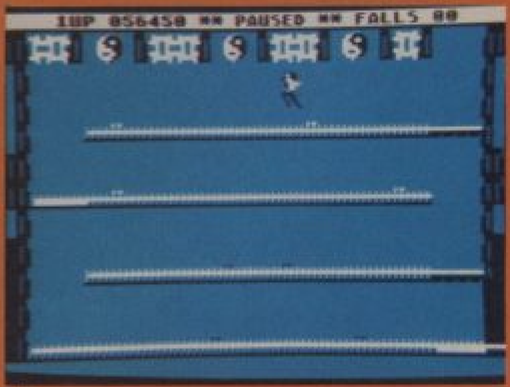
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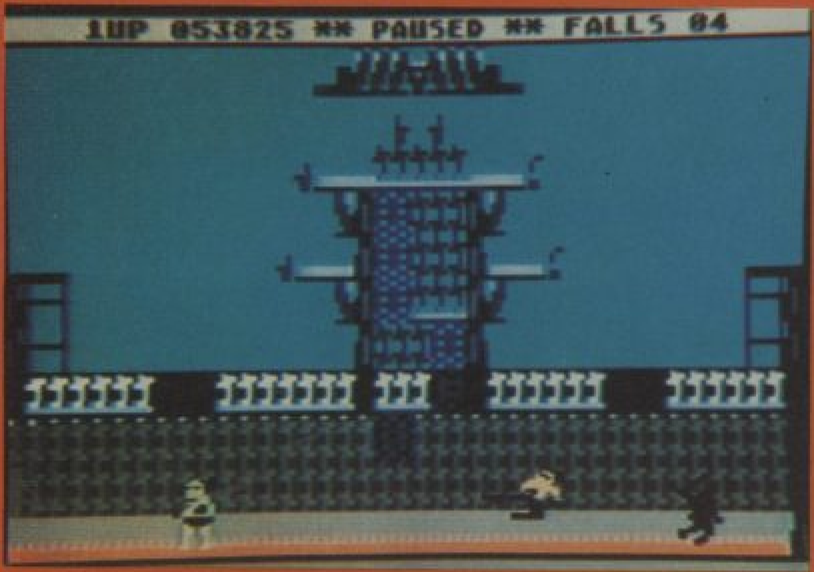
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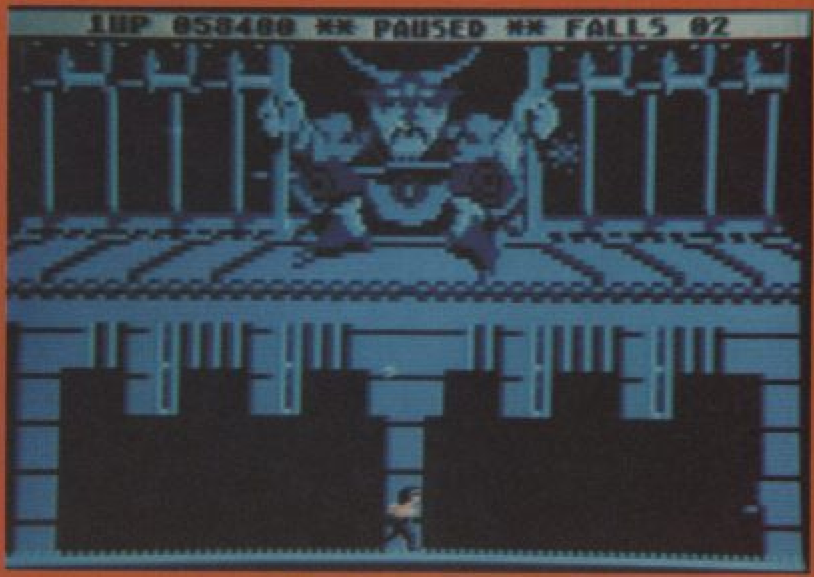


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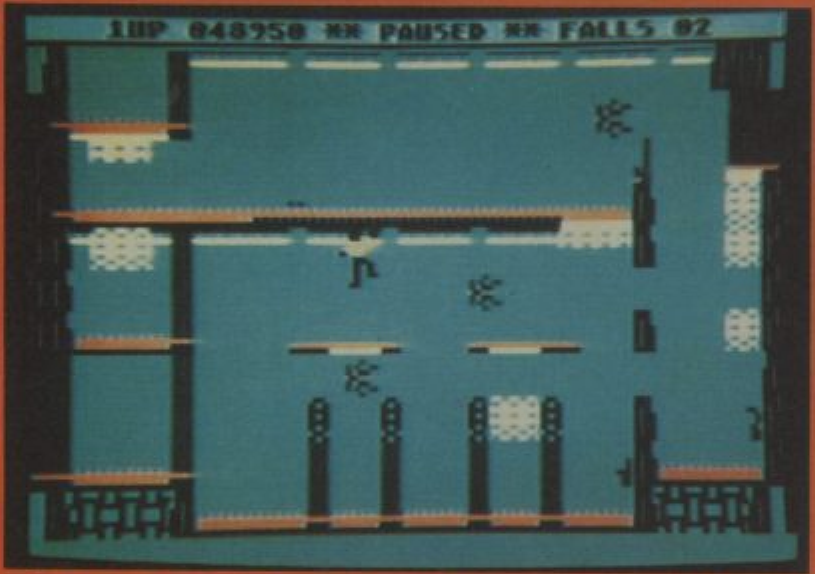
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21



gain access to screen eight. In screen eight another lantern must be collected to gain access to the bottom level of screen seven. It takes good timing over the streaming pan lights to get the last lanterns in this screen. If all else fails, continuous forward jumps work pretty well.

Screen 8

First get the leftmost lantern to gain access to the lower level of screen seven. Collect the lantern in the lower level of screen seven to gain access to the remaining lanterns in screen eight which will give you a route to screen nine. Avoid the white spikes. If you get stuck on the path of random particles, just let it carry you to the top. Eventually it will change directions and carry you down.

Screen 9

All the lanterns in this screen must be collected to gain access to screen ten. First collect the lanterns at the bottom level. The pan light in this screen streams away from you, so it is possible to get across without jumping. Wait until the pan light appears at the left edge and run after it. If you are late, you can always jump the last few steps. Once the lanterns on the lower level have been collected, go back to screen eight and climb up the path of random particles to gain access to the upper level of screen nine. After all the lanterns in screen nine have been collected, a door will appear in the upper right hand corner.

Screen 10

Collect all the lanterns and exit to the left. You will find yourself in screen five. Go through the doorway at the top of the path of random particles and emerge into screen three. A siren warns the Wizard that you have breached his underground defences. Proceed right, into screen four and past the stone line into the next screen.

Screen 11

Go up the ladder, across the scaffold before they disappear, down the ladder, collect both lanterns and down the hatch into screen 12.

Screen 12

Collect the bottom lantern, then jump on the white vine frame and climb to the next level. Collect all the lanterns and then exit at the upper right corner.

Screen 13

Go up the path of random particles and avoid the black spikes. The three doorways lead to screens 14, 15 and 16.

Screens 14-16

All the lanterns in these three screens must be collected before access is gained to screen 17. In screen 16, be sure to get the lantern on the upper level before dropping down to the middle level as there is no way back up.

Screen 17

This is one of the most difficult chambers. Good timing is essential and there must be no hesitation once you've started across. Do not attempt to run and then hop to avoid the pan lights. Instead, jump forward in one motion and continue to jump until you get across. Note that you can rest before crossing the top three levels, but there's no safe resting place for the bottom level.

Screen 18

Collect all the lanterns and then proceed right into screen 19.

Screen 19

This is the most difficult screen. First collect the lantern on the bottom level. then climb up to the middle level. Don't forget to duck to avoid the electrical charges. Hop across to the left to get to the vines and then climb up to grasp the rail. Now go hand over hand to the right and climb to the top level. Get across the streaming pan lights, being careful that the electrical charge doesn't take your head off! Climb up the vines and go hand over hand to the right. Time your drop down the shaft to avoid the electrical discharges and exit to the right.

Screen 20

You have made it to the Wizard's chamber. To destroy the Wizard, dash across to the right and get that last lantern. But watch out for the Wizard's deadly fireballs.

Screen 21

Victory!! The Fortress is in flames!

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PROFESSOR VIDEO'S GAMES WORKSHOP

At last, the powers that be have realised how important I am and this month I've been given two pages to play with. So, let's get on with it!

BEACH HEAD

First of all let's finish off *Beach Head* with the help of Michael King. Last issue, I left you attacking the ships. Now we move on to the tanks — and you need a lot of concentration for this one.

Stick to the central route. Any other route will get you stuck between rocks or blown up by the gun emplacements. The more tanks you get by, the more obstacles you'll come across.

Deal with them **all** like this. Let the object fire at you then move so that you pass directly above/below the bullet. Just before the missile leaves the screen, get down to the line of the attacking object and fire quickly — if you miss, move quickly back out of its firing range.

If you find this confusing or want to plan your route, press PAUSE and plot your moves.

Now on to the final screen and the Gun. The Gun is placed on a mound which will have white squares appearing on it. You only get 10 seconds to shoot them all, so move quickly. Try lining the barrel of your tank gun up with the bottom of each white barrel.

Remember, the number of tanks you have to attack with depends on how you manoeuvre your ships through the secret passage.

AVALON

Now we have a plea for help from W. Carvalho of Amersham. He's been playing *Avalon* and is stuck in the Labyrinth — where he doesn't know how to open the chests or what to do with the Egyptian Face. He also has problems in the High Temple of Chaos, poor chap. If anyone can put him out of his misery, write to Prof. Video and mark your envelope Avalon tips.

FINDERS KEEPERS

Bhauneet Shergill has sent in some tips for Mastertronic's *Finders Keepers* and also to ask for help. First the hints.

Excalibur: Get the Blacksmith who is in the "Room with a View". Enter the slimy lower maze, go down to the bottom and turn RIGHT, UP, RIGHT, UP, RIGHT, UP and get the Broken Sword and hey presto!

Gold Bar: Enter the slimy lower maze, go RIGHT, UP, RIGHT, UP, RIGHT, UP, RIGHT, UP, RIGHT, DOWN, RIGHT and get Philosopher's Stone. Then go DOWN, LEFT, DOWN, get the bar of lead and the valuable gold bar.

Don't bother with Gordon's foot or the glass shoe. You can't light the candle with any of the flames. A ship in a bottle — very valuable!

Clown's nose and Jester's hat do not combine. Don't take glue or sticky bun as you can't drop them.

EAMON'S A WINNER



Meet the king of Dragontorc — 14-year-old Eamon McGing, of Surrey.

He became the first person to finish the game on April 7, six days after buying it.

To mark Eamon attaining the rank of High Lorelord, Hewson Consultants, the game's publishers, have presented him with a citation. Pictured with Eamon is Dragontorc's author, Steve Turner.

Says Eamon: "The more problems I solved, the more I wanted to go on playing it." Steve describes Eamon's six day triumph as "amazing" and adds: "It took three months to write some of the adventure scenes."

The quest that Eamon completed so magnificently was to seek out the five crowns of Britain which had been forged from the mystical Dragontorc and free Merlyn from the evil grip of Morag the Shapeshifter.

Andrew Hewson, commenting on Eamon's success, says: "It seems many people have been playing *Dragontorc* into the wee small hours during the Easter holidays. In fact, Eamon was the first by only a few hours — several more completed the game the next day."

Hewsons has been inundated with requests for *Dragontorc* clues. All those who send a stamped addressed envelope to Hewson Consultants, 56B Milton Trading Estate, Abingdon, Oxfordshire, will receive a reply.

One stumbling block appears to be what to do when bitten by a snake or spider.

Sometimes the poison causes tunnel vision, the screen goes blank and only Maroc and the scroll are visible. The solution requires only the selection of the Heal spell.

PROFESSOR VIDEO'S GAMES WORKSHOP



Spark of life combines with pile of mud to create a Mud Monster. The moonbeam does not combine with Moonrock.

They're the hints. Now can YOU help? Bhauneet is having trouble with the cat as he can not bribe him with saucers of milk or new glass shoes. What does he use?

DRAGONTORC

The "Tipmaster" from Surrey has sent in a few hints for the first stage of *Dragontorc*. Take the seal as this opens the trapdoors — you will also need it later on. Don't go into Lorcris!

Kill all the wisps with bane then get a jewel from the pond. Find a bow, then trade those two for a message and a sickle. The sickle can cut the plant, so, you can now enter Lorcris.

Fill the chalice by the pond, then put it on the pedestal to get a spell. There are three chests in the adjoining room — one is opened by the servant, another by the key you will find in the first chest and the last one by the key in the second chest.

The rest next issue.

KNIGHT LORE

The following POKES for *Knight Lore* and *Underwurlde* add a REAL multilife facility to both games.

1. Load the first part of the game. Press BREAK as soon as you hear the first of the five beeps.
2. Enter:- Underwurlde — POKE 24731,215:POKE 24733,192 *Knight Lore* — POKE 24731,209:POKE 24732,238:POKE 24733,63
3. Type CONTINUE, start tape.

CASTLE QUEST

This set of hints for *Castle Quest* has been sent in by an anonymous reader from Kent. Let us know who you are!

Pick up the torch which is where the Red Men are. Just to the left of where you start.

To get the sword you must first squash all the Red Men together so that they look like one. Do this by chasing them with the torch into one of the two rooms and slowly advance until you can't go any further. Make sure all four are firmly squashed together!

If they are in the room at the top of the screen, chase them to the bottom and then stop them from coming back by standing at the top of the ladders.

They will eventually work their way left until they go up a few steps into the Spider's Room. The first spider will kill one of them on the way in. When you are in the centre of the room stop and store the torch and pick up the sword. The second spider will kill two more Red Men as they pass him and come back towards you.

As the last Red Man passes you, stay close behind him. The first spider will kill him and you can exit the room safely.

When you have the sword, you will be able to fight the Ogres, but *not* the Troll. Pass the Troll by throwing the ruby at him and while he goes to hide it you run past him.

Walk up to the Ogres with the sword in your hand and you will automatically fight them. You always win unless Troll comes up behind you. You are unable to fight on the stairs.

Dear Mr Anon if you would like to get rewarded for your tips please get in touch, otherwise I shall have to put the proceeds into Prof. Video's retirement fund!

STAFF OF KARNATH

Before we finish off *Staff of Karnath*, I have a correction to make to the list of tips that were in April's edition. Jim Donnelly has written back saying that to make the serpent rise it is the KNOSSUS spell that should be used.

Use the following hints, courtesy of Zaqir Shaikh to complete the game. Go to the Coffins next to the Dungeons. Wander up and down between the 2nd and 3rd coffins until you hear a high pitched PING! Then rush off to the dungeon where you see a red skull. It will lift up and reveal a pentacle, but, be quick!

In the North Tower shoot the spider with the IBRAHIM spell until you hear a high pitched PING! And then rush off to the store room.

Upper Guard Room: Cast your eyes on the shield and shoot it with the THROBIN spell and then with the OMPHALOS spell. A Cross should appear.

Get the Cross by simply walking over it. Now go to the South Tower Lower and the Waiting Room. Just hang in there for a moment!!

To destroy the Staff use the MENHIR spell. That's your lot. I can't give everything away as the game wouldn't be worth playing, would it?

SPIRIT OF THE STONE

Has anyone played *Spirit of the Stone?* Richard Downer from Bedforshire has collected all the easy diamonds but, after that, he is stuck. Can anyone help him out?

SHADES

Although you can carry eight objects, Jon Shields of Belfast, assures us that to travel around most of the screens you need only five. The "Mould" is very useful because when your strength reading goes into the red you can use the mould to refresh your strength to maximum. You can use this often.

The Orb is useful for tricky situations. When a creature is killing you, you can use the Orb to transport yourself to another part of the game.

The Wand can be used to kill numerous creatures. But beware — you may have to use it a few times to kill some of them. The Crossbow and Quiver have to be used together to kill creatures. But don't waste any.

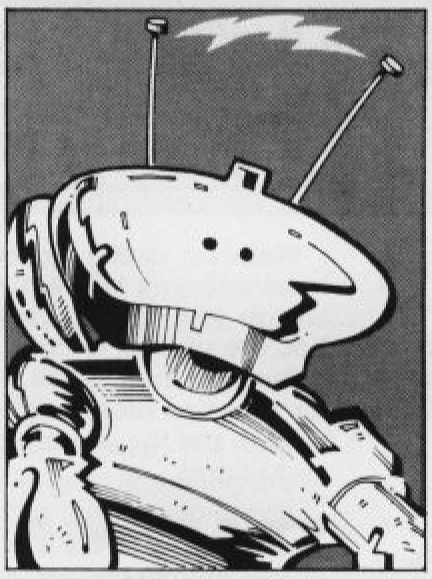
Your experience goes up each time you kill a creature or find an object. If you have a lot of experience, you can kill almost everything.

The Shades can be useful in bringing you to a particular screen. Though at times they can be lethal!

If you open any secret doors, they will remain open until the game is turned off. Traps change position each time you view them.



A



B



C

SHADOWFIRE COMPETITION

Welcome to the first icon-driven competition! *Shadowfire* is Beyond's latest smash hit game — an original, all-action, icon-driven adventure featuring the sci-fi E-Team featured on our special pull out poster this issue. And YOU could be the lucky winner of the giant original painting on our poster if you can answer the simple *Shadowfire* quiz!

All you have to do is match the seven names to the seven illustrations reproduced here, complete the General Zoff tie-breaker in ten words or less and then rush your entry to *Computer & Video Games*, Shadowfire Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The first prize winner will receive the framed original painting of the Shadowfire squad, by *C&VG* artist Jef Riddle, plus a copy of the game, plus an exclusive *Shadowfire* t-shirt.

In addition, ten second prize winners will get the Shadowfire game and a t-shirt.

Fifteen runners-up will get a t-shirt. So remember to tell us your t-shirt size — small, medium or large.

Now look at the seven illustrations, labelled A to G, and match them to the names, which are: MAUL, ZARK, MANTO, SYYLK, SEVRINA, TORIK, ZOFF.

Then complete the Zoff tie-breaker and get your coupon to us before the closing date which is July 16th. Normal *C&VG* competition rules apply and the editor's decision is final.

Only 100 Shadowfire t-shirts are being produced so they'll be real collector's items!



D

C&VG/BEYOND SHADOWFIRE COMPETITION

Name..

Address.......................................

Computer:.......T-shirt size (S,M,L).......

My answers are:

Illustration A is...............................

Illustration B is...............................

Illustration C is...............................

Illustration D is...............................

Illustration E is...............................

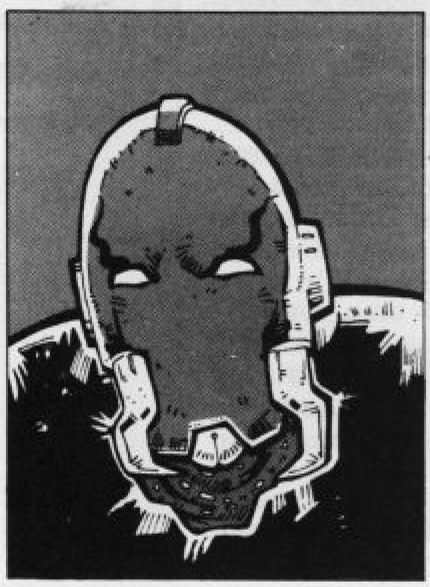
Illustration F is...............................

Illustration G is...............................

Tie-breaker: Remember, General Zoff is the arch-villain in *Shadowfire* and dictator of the Cosmos. Complete this tie breaker in 10 words or less. For example — "I, Zoff, command all Beyond players to bow before me!"

"I, Zoff.......................................

....



E



F

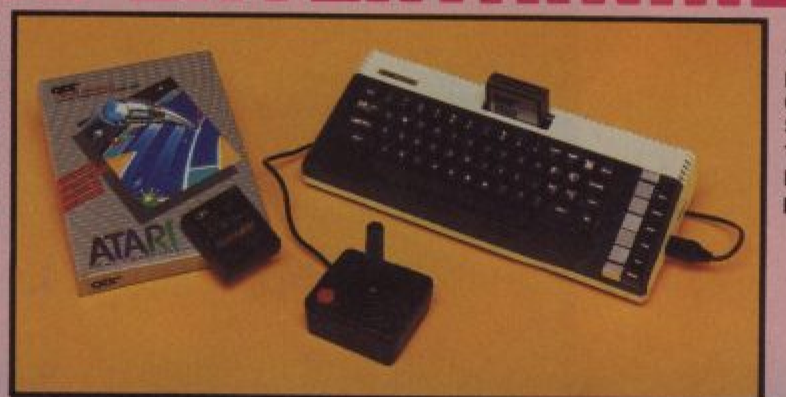


G

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ATARI PACKS - POWER WITHOUT THE PRICE!

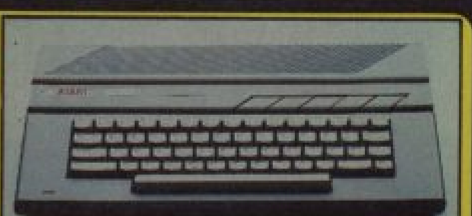


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Middlesbrough. Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.

CUMBRIA
Kendal. The Kendal Computer Centre, Stramongate. Tel: 0539 22559.
Penrith. Penrith Communications, 14 Castlegate. Tel: 0768 67146.
Whitehaven. P D Hendren, 15 King Street. Tel: 0946 2063.
Workington. Technology Store, 12 Finkle Street. Tel: 0900 66972.

DERBYSHIRE
Alfreton. Gordon Harwood, 67-71 High Street. Tel: 0733 832078.
Chesterfield. Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
Chesterfield. Computer Stores, 14 Stephenson Place. Tel: 0246 208802.
Derby. Boots, 1 Devonshire Walk. Tel: 0332 45886.

DEVON
Exeter. Boots, 251 High Street, Tel: 0392 32244.
Exeter. Open Channel, Central Station, Queen Street. Tel: 0392 218187.
Paignton. Computer Systems Ltd, 35 Hyde Road. Tel: 0803 524284.
Plymouth. Syntax, 76 Cornwall Street. Tel: 0752 28705.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
Tiverton. Actron Microcomputers, 37 Bampton Street. Tel: 0884 252854.

DORSET
Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. Tel: 0202 290165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.
Poole. Lansdowne Computer Centre, 14 Arndale Centre. Tel: 0202 670901.

ESSEX
Basildon. Basildon Software Centre, 78-80 Liberty Shopping Hall, East Square. Tel: 0268 27922.
Braintree. Mirage Microcomputers Ltd, 24 Bank Street. Tel: 0376 48321.
Chelmsford. Maxton Hayman, 5 Bromfield Road. Tel: 0245 354595.
Chelmsford. Way In Computers, 7 Village Square, Tel: 0245 467858.
Colchester. Boots, 5-6 Lion Walk. Tel: 0206 577303.
Colchester. Colchester Computer Centre, 3a Short Wyre Street. Tel: 0206 47242.
Grays. H. Reynolds, 28a Southend Road. Tel: 0375 31641.
Harlow. Harlow Computer Centre, 17 Staple Tye. Tel: 0279 22846.
Hornchurch. Comptel Computer Systems, 112a North Street. Tel: 0402 446741.
Ilford. Boots, 177-185 High Road. Tel: 01-553 2116.
Romford. Software Plus, 72 North Street. Tel: 70 65271.
Southend-on-Sea. Computerama, 88 London Road. Tel: 0702 335443.
Southend-on-Sea. Computer Centre, 336 London Road. Tel: 0702 337161.
Southend-on-Sea. Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

GLOUCESTER
Cheltenham. Laskys, 206 High Street. Tel: 0242 570282.
Cheltenham. Screen Scene, 144 St. Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

HAMPSHIRE
Basingstoke. Fishers, 2-3 Market Place. Tel: 0256 22079.
Petersfield. Foly Micros, 45 Chapel Street. Tel: 0730 66841.
Portsmouth. Micro Choice, 159 Havant Road, Drayton. Tel: 0705 327591.
Portsmouth. RDS Electrical, 157-161 Kingston Road, Tel: 0705 812478.
Southampton. Business Electronics, Micromagic At Atkins, 7 Civic Centre Road. Tel: 0703 25903.
Waterlooville. GB Microland, 7 Queens Parade, London Road. Tel: 0705 259911.

HERTFORD
Potters Bar. the Computer Shop, 107 High Street. Tel: 0707 44417.
Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
Watford. SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.
Welwyn Garden City. DJ Computers, 40 Fretherne Road. Tel: 0707 32844.

HUMBERSIDE
Beverley. Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.

KENT
Ashford. DGH, 10 North Street. Tel: 0233 32597.
Ashford. Geerings of Ashford, 80 High Street. Tel: 0233 33366.
Bromley. Boots, 148-154 High Street. Tel: 01-460 6688.
Bromley. Computers Today. 31 Market Square.
Chatham. Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.
Gravesend. Gravesend Home Computers, 39 The Terrace. Tel: 0474 23871.
Gillingham. Regal Software Supplies, 49 High Street. Tel: 0634 579634.
Maidstone. Boots, 56-62 King Street. Tel: 0622 53912.
Maidstone. Kent Micros, 51 Union Street. Tel: 0622 52784.
Rainham. Microway Computers, 39 High Street. Tel: 0634 376702.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Shortlands. The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

LANCASHIRE
Blackpool. Blackpool Computers Store, 179 Church Street. Tel: 0253 20239.
Burnley. IMO Business Systems, 39-43 Standish Street. Tel: 0942 44382.
Preston. 4Mat Computing, 67 Friargate. tel: 0772 561952.
Preston. Laskys, 1-4 Guildhall Arcade. Tel: 0772 59264.
Wigan. Wildings Computer Centre, 11 Mesnes Street. Tel: 0942 22382.

LEICESTERSHIRE
Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Market Harborough. Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

LONDON
W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01 486 0373.
W1. Laskys, 42 Tottenham Court Road. Tel: 01-636 0845.
W1. Lion House, 227 Tottenham Court Road. Tel: 01-637 1601.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road. Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
W1. Walters Computers, DH Evans, Oxford Street. Tel: 01-629 8800.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W5. Laskys, 18-19 Ealing Broadway Shopping Centre. Tel: 01-567 4717.
W8. Walters Computers, Barkers, Kensington High Street. Tel: 01-937 5432.
SE7. Vic Oddens Micros, 5 London Bridge Walk. Tel: 01-403 1988.
SE9. Square Deal, 373-375 Footscray Road, New Eltham. Tel: 01-859 1516.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW7. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.
NW10. Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

MANCHESTER
Bolton. Computer World UK Ltd, 208 Chorley Old Road. Tel: 0204 494304.
Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Laskys, 12-14 St. Marys Gate. Tel: 061-833 0268.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Manchester. Walters Computers, Kendal Milne, Deansgate. Tel: 061-832 3414.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Swinton. Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

MERSEYSIDE
Heswall. Thornguard Computer Systems, 46 Pensby Road. Tel: 051-342 7516.
Liverpool. Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
St. Helens. Microman Computers, Rainford Industrial Estate, Mill Lane Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

MIDDLESEX
Enfield. Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.
Harrow. Harrow Micro, 24 Springfield Road. Tel: 01-427 0098.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-997 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK
Norwich. Adams, 125-129 King Street. Tel: 0603 22129.
Thetford. Thetford CB & Micros, 21 Guildhall Street. Tel: 0842 61645.

NOTTINGHAMSHIRE
Newark. Jacobs Computers, 13 Middle Gate. Tel: 0636 72594.
Nottingham. Telstar, 280 Huntingdon Street. Tel: 0602 505585.
Sutton in Ashfield. HN & L Fisher, 87 Outram Street. Tel: 0623 54734.
Worksop. Computer Grafix, 32 Bridge Street. Tel: 0909 472248.

OXFORDSHIRE
Abingdon. Ivor Fields Computers, 21 Stern Street. tel: 0235 21207.
Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
Oxford. Absolute Sound & Video, 19 Old High Street, Headington. Tel: 0865 65661.
Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

SCOTLAND
Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041-248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.

SHROPSHIRE
Shrewsbury. Clairmont Enterprises, Hills Lane. Tel: 3647 52949.
Shrewsbury. Computerama, 13 Castlegate. Tel: 0743 60528.
Telford. Computer Village Ltd, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

STAFFORDSHIRE
Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stafford. Computerama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computerama, 11 Market Square Arcade, Hanley. Tel: 0782 268524.

SUFFOLK
Bury St. Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Bury St. Edmunds. Suffolk Computer Centre, 1-3 Garland Street. Tel: 0284 705503.

SURREY
Bagshot. P & H Electronics, 22-24 Guildford Road. Tel: 0276 73078.
Croydon. Laskys, 77-81 North End. Tel: 01-681 8443.
Croydon. The Vision Store, 53-59 High Street. Tel: 01-686 6362.
Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX
Bexhill-on-Sea. Computerware, 22 St. Leonards Road. Tel: 0424 223340.
Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel: 03232 7742.

TYNE & WEAR
Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 12 Jesmond Road. Tel: 0632 815580.

WALES
Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. Randall Cox, 18/22 High Street Arcade. Tel: 0222 397162.
Mold. Clwyd Personal Computers, Unit 19, Daniel Owen Precinct. Tel: 0352 56842.
Newport. Gwent Computers, 92 Chepstow Road. Tel: 0633 841760.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.
Swansea. The Microstore, 35-36 Singleton Street. Tel: 0792 467980.

WARWICKSHIRE
Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.
Coventry. Impulse Computer World, 60 Hertford Street Precinct. Tel: 0203 553701.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0926 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS
Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. DS Peakman, 7 Queens Square. Tel: 021-525 7910.

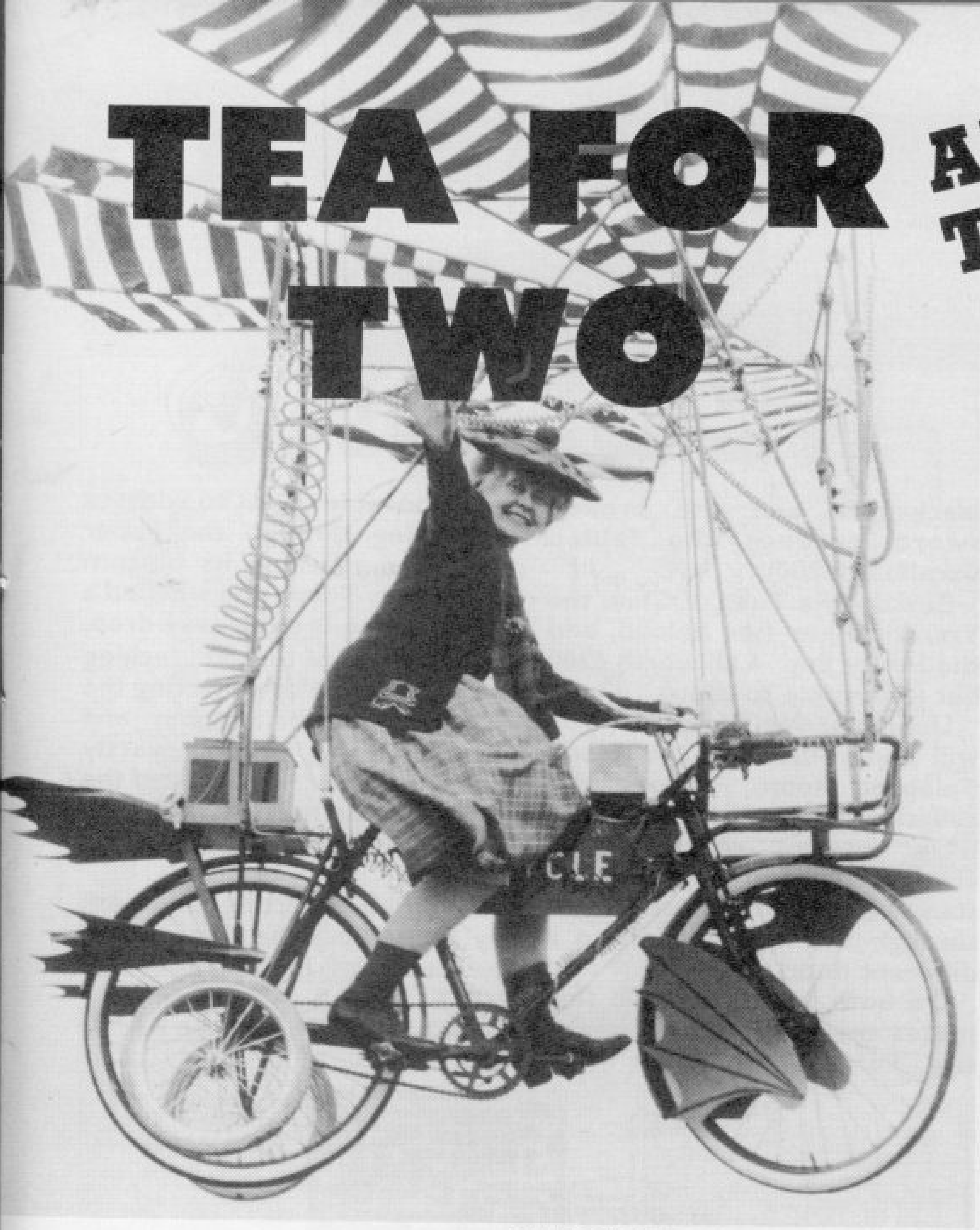
YORKSHIRE
Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Sheffield. Laskys, 58 Leopold Street. Tel: 0742 750971.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



Phone 01-278 3143 for your free information pack now!

Micronet 800, 8 Herbal Hill, London EC1

TEA FOR TWO



Is it a bird? Is it a jumbo net? No — IT'S SUPER GRAN! And, thanks to our friends at *Tynesoft*, she could be swooping down and sweeping you off for a spot of afternoon tea at a secret location somewhere in London. You'll be able to talk to her about all her exciting adventures and enjoy some cream cakes at the same time.

To win this exciting day out with TV's most popular superheroine, all you have to do is answer the simple SUPER GRAN quiz below and rush the completed coupon to *Computer & Video Games*, Super Gran Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the editor's decision is final. Closing date is July 16th — so get your skates on!

Ten runners-up will get a copy of the first ever *Super Gran* game from Tynesoft which will be available for the CBM64, C16, Amstrad and Spectrum. You'll get a t-shirt too! So don't delay — enter today . . .

THE QUESTIONS

1. Who wrote the Super Gran theme tune?
2. What is PC Leakie's first name?
3. Name the two famous footballers Super Gran's grandson was named after.
4. Who is the only person in the TV series who can render Super Gran powerless?
5. Name ANY three of Inventor Black's inventions.

C&VG/TYNESOFT SUPER GRAN COMPETITION

My answers are:

1...

2...

3...

4...

5...

Name...

Address...

Computer owned (tick box)

C64 ☐ Spectrum ☐ Amstrad ☐

C16 ☐

ALL THE RESULTS

ADVENTURE PLANNER

The 10 winners are as follows:– **Darran Cooper,** Norfolk; **B E Pedersen,** Norway; **N Illingworth,** North Yorkshire; **V Timbrell,** Dorset; **Allan Jones,** Cardiff; **Martin Schultze;** West Germany; **Paul Carruthers,** Glasgow; **J M Brooker,** London; **Mr N Knowles,** Essex; **Kelly Medor,** Milan.

SILICA SHOP STAR WARS

10 readers have won themselves a copy of *Star Wars*. Have a look below and see if you are one of them. **Sebastian Sampson,** Surrey; **Gary Watts,** Essex; **J M Gagen,** E Sussex; **Darryl Gleave,** Northampton; **I Henderson,** Tyne & Wear; **D P Shallis,** Newport; **Neil Collier,** Birmingham; **Sean Beattie,** Cardiff; **Mark Sharp,** Kent; **Stephen Lawson,** Bahrain.

GIFT OF THE GODS

Only one person could win the fantastic hand-painted diorama from Ocean in this competition and that lucky person is **Andrew Crichton** from Cheshire. Congratulations, Andrew!

A further ten runners up receive software for their machine: **Jeremy Tankard**, Lincoln; **C & A Nightingale**, Kent; **Ian Moore**, Northampton; **Andrew Paynter**, Clywd; **Timothy Curry**, Devon; **Stephen Powell**, Middlesborough; **James Birchenough**, Crewe; **Paul Stockwell**, Kent; **Alistair Knapp**, Berkshire; **Elizabeth Watts**, London.

EUREKA

Sheridan Gray, Bristol; **Jackie Edwards**, Avon; **Anthony Brun**, Middlesex; **Michael Homewood**, Edinburgh and **David Steel**, Tullibody each receive a signed print from the *Eureka Handbook*.

DRAGONTORC

This competition proved to be harder than expected, but, we did eventually come up with a winner and 50 runners up. **Neil MacDonald** from Worcs was the first person out of the box with the correct answers and so wins the Amstrad computer. Congratulations, Neil!

A full list of the 50 runners up is available from the *C&VG* office.

PROFESSOR VIDEO'S MAP SPECIAL

FINDERS KEEPERS

The Magic Knight wishes to become a member of the Polygon table, so the King has sent him to the dreaded Castle of Spriteland to prove his worth. You, as the knight, must collect as many valuable objects as you can and escape the castle, or you may collect as much treasure as possible.

You may collect and trade objects (shown on the map and in the game as triangles). Some of these objects will combine to form more useful, or more expensive, objects.

The bar of Lead and the Philosopher's Stone will create a bar of Gold, worth £220. The blacksmith and the broken sword produce the fabled Excalibur (£200).

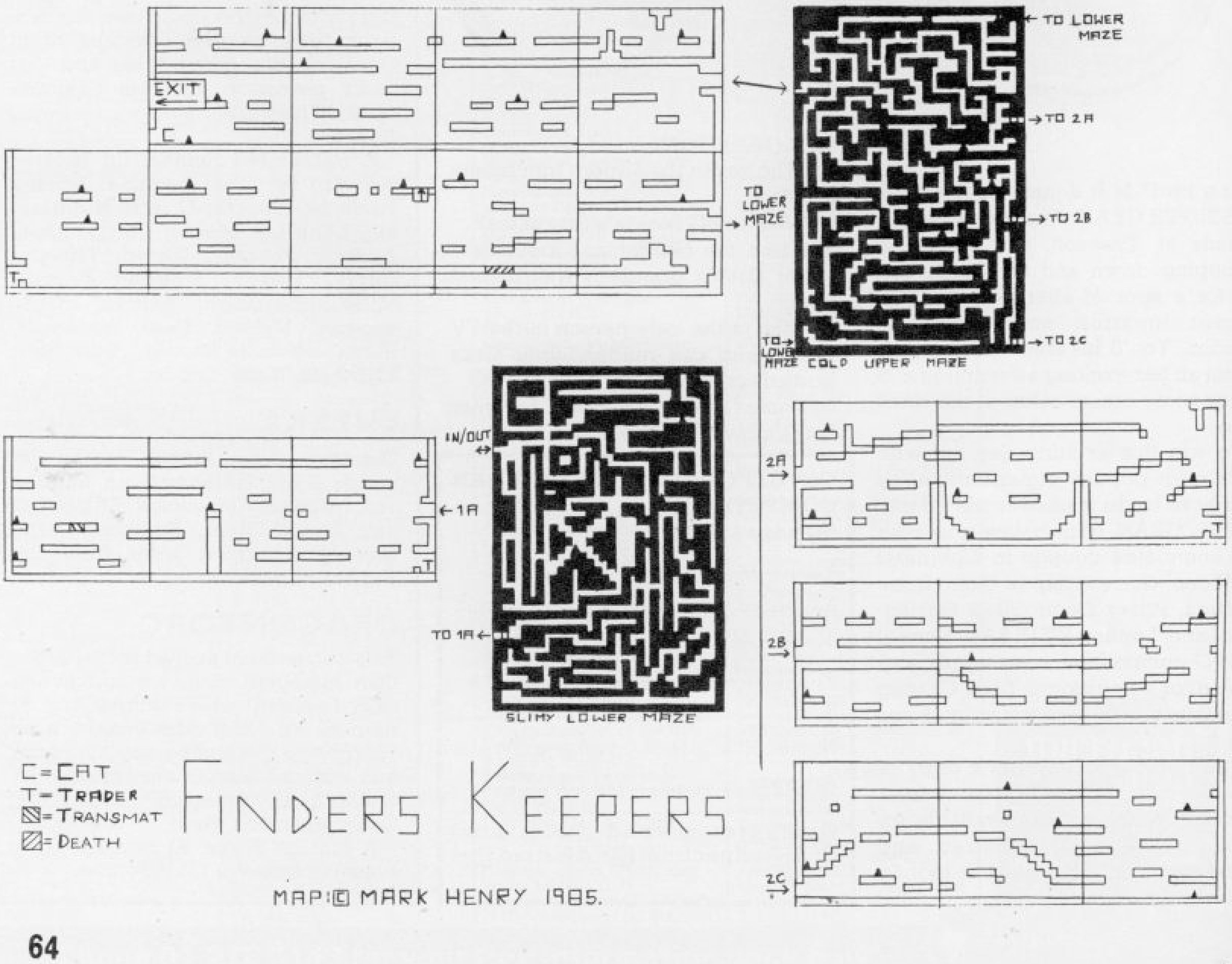
Beware the Tube of Glue, the Transmat key (see below), and the Sticky Bun — all worth £200 but impossible to drop.

Upon starting the game, you will find yourself in the Castle Teleport Room. Among the collection of platforms overhead is a rotating corkscrew or similar looking object — standing on it will transport you through the roof and on to a different floor.

On both levels you will find mazes many times the screen size. Parts of the lower maze are impossible to get to without first going through the upper maze and reaching its bottom left corner. There you will find a tunnel which is a one-way drop.

Getting rid of the cat blocking the Exit is done by collecting the charcoal and the sulphur and then dropping them exactly over the saltpetre in front of the cat. Drop the magic flame onto this lot and say goodbye to the cat.

If you keep getting killed off, try MERGEing the first part of the program in and entering: POKE 34252,0 in between the LOAD "" CODE and the RAND USR.

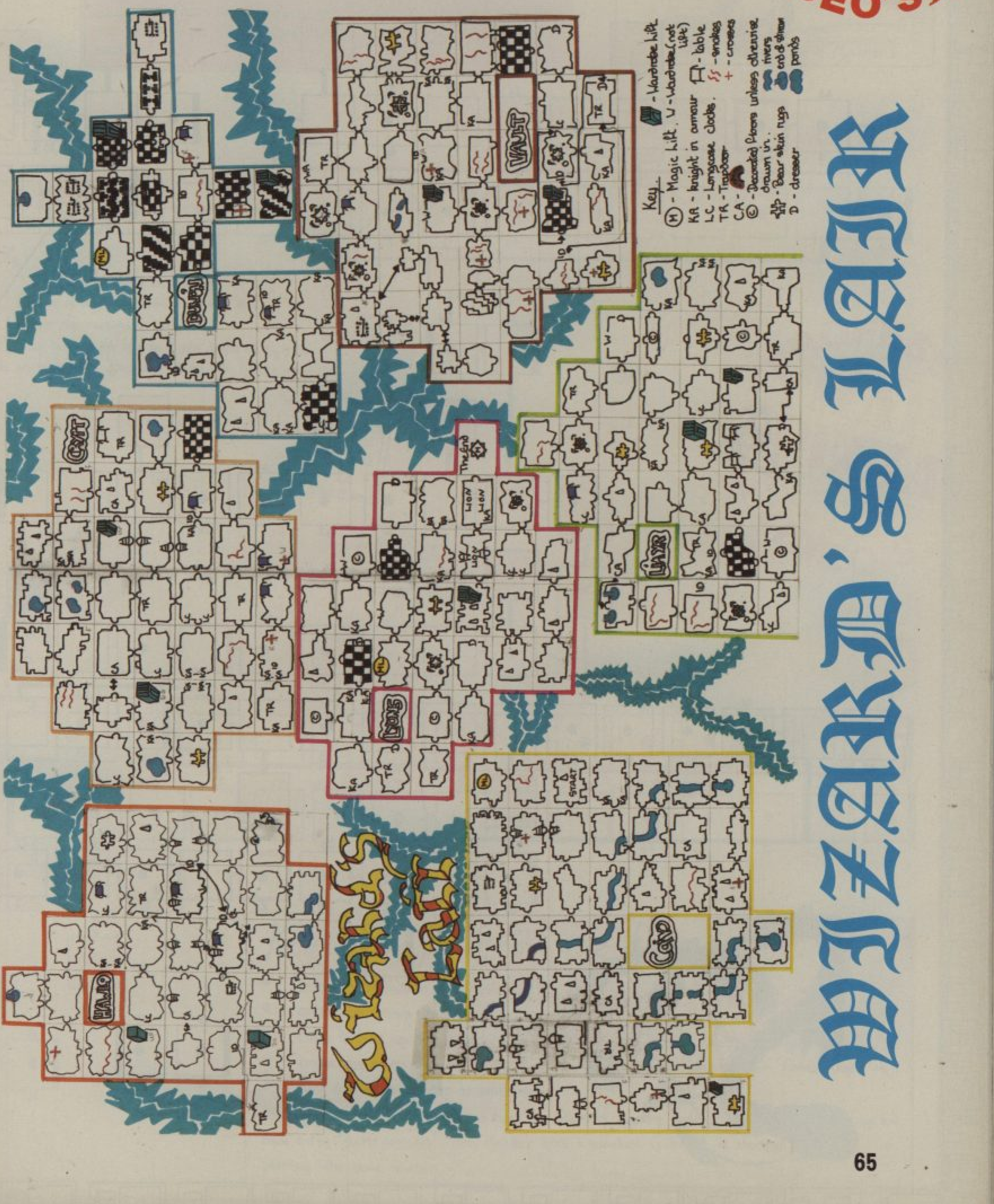


PROFESSOR VIDEO'S MAP SPECIAL

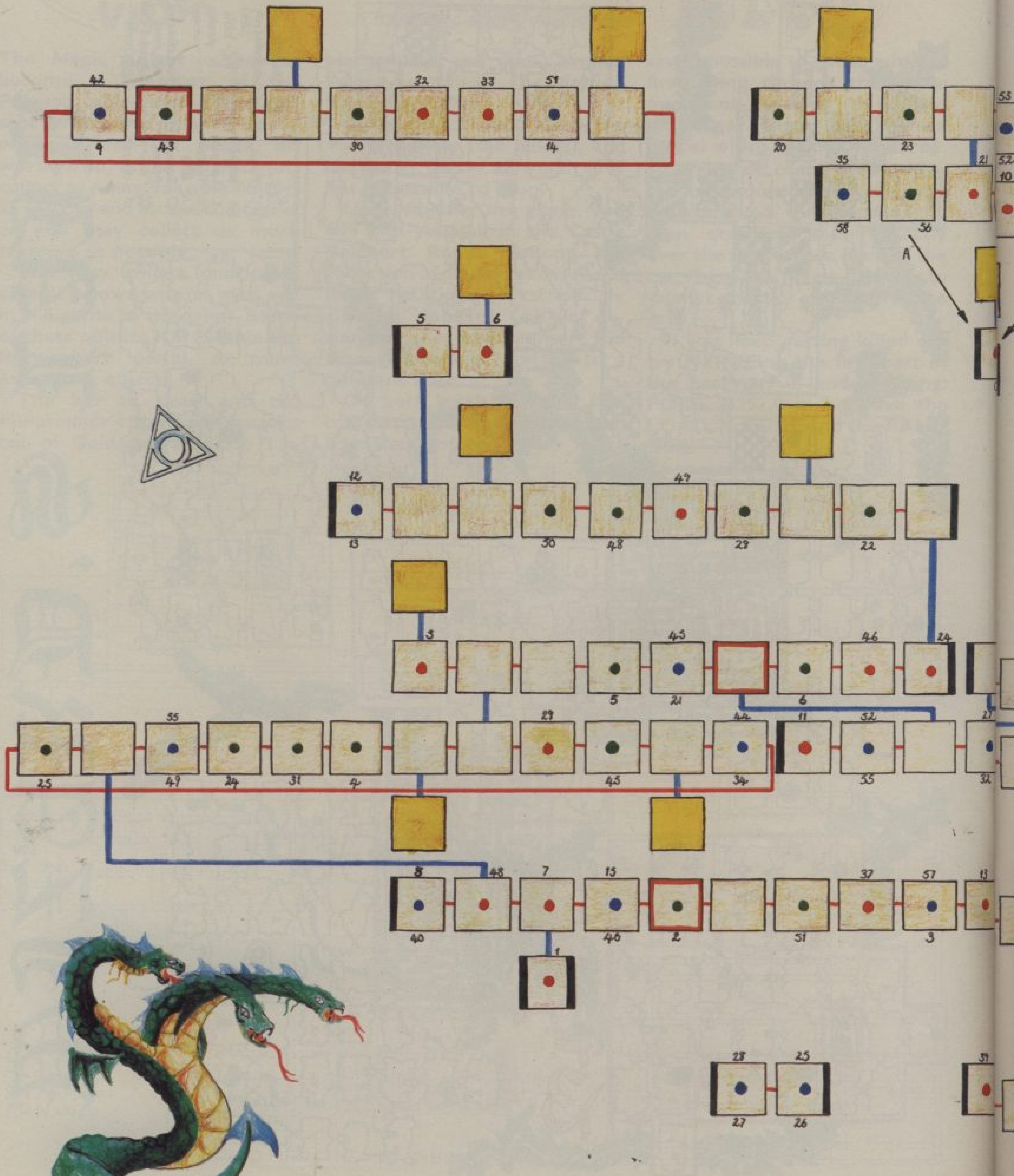
We're off to find the Wizard, thanks to *C&VG* map-maker Neil Shimwell from Derbyshire, who has delved into the mysterious Lair and come up with a stunning technicolour map. Neil has mapped out all seven levels of this magical Bubble Bus game.

These levels are: 1) The Caivo Level 2) The Hawlo Level 3) The Crypt Level 4) The Dungeon Level 5) The Vault Level 6) The Liayr Level 7) The Lyons Level.

Enter at your own risk!



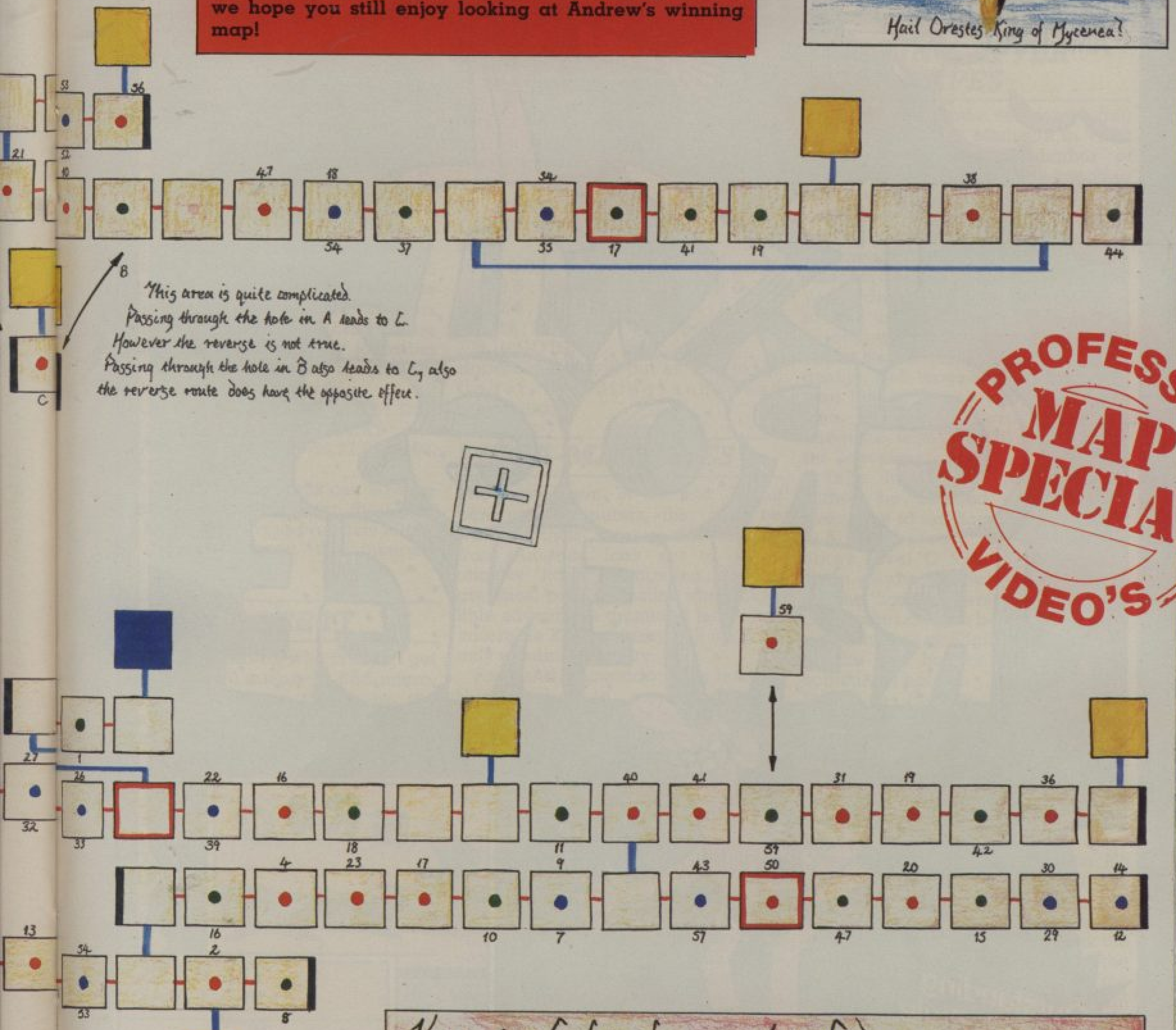
GIFT·FROM THE·GODS



This is the first prize winning map in the *C&VG* Gift from the Gods contest, created by ace map maker Andrew Crighton from Cheshire. Andrew won a specially created Gift from the Gods model, made by Tim Olsen for the Games Workshop plus £50 of Ocean games of his choice. As you can see, Andrew put a great deal of time and effort into his map – as did all the many hundred entrants in our Gift from the Gods competition. Thanks for all the hard work and better luck next time to everyone who didn't collect a prize. But we hope you still enjoy looking at Andrew's winning map!


Hail Orestes King of Mycenea?

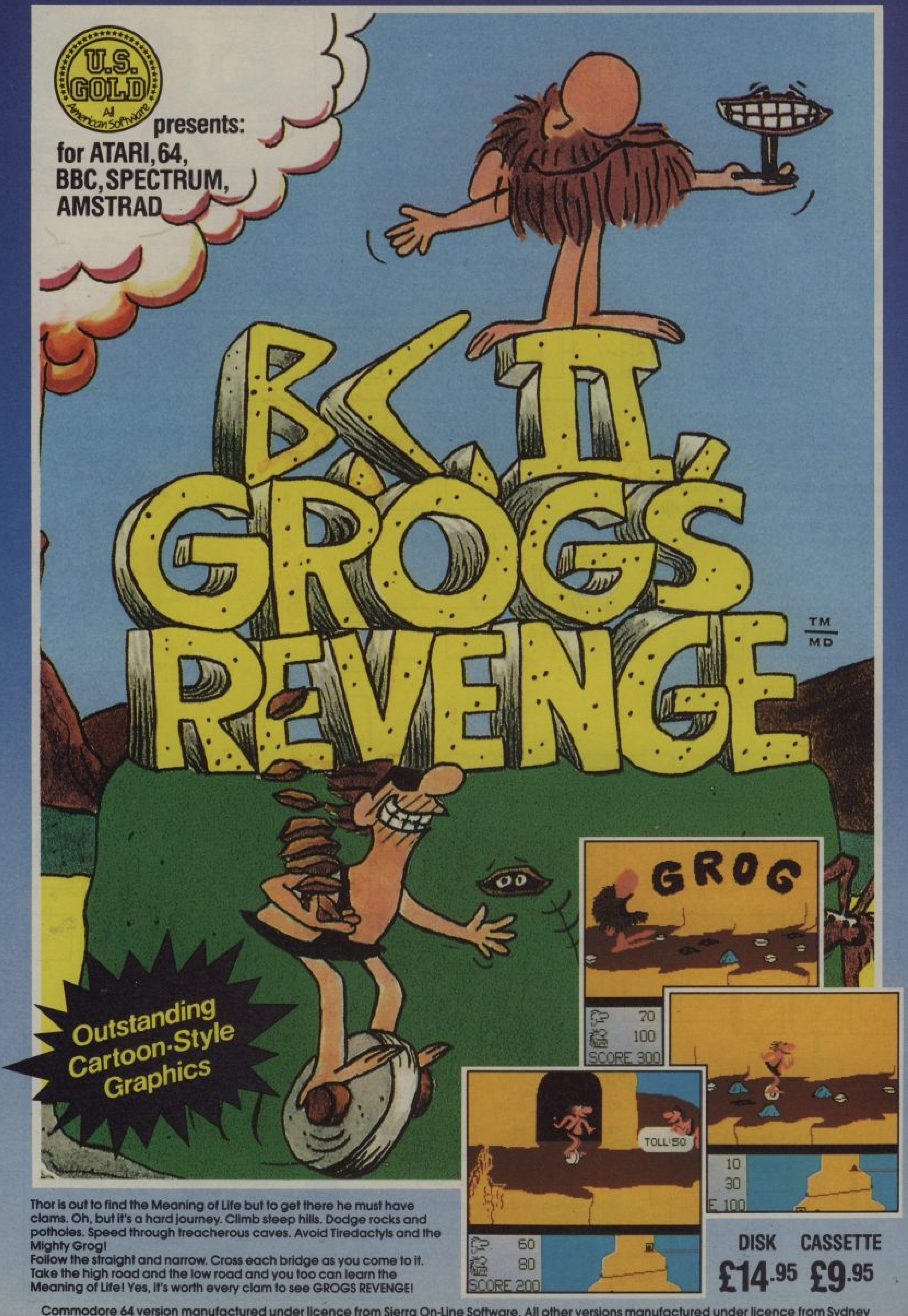
PROFESSOR VIDEO'S MAP SPECIAL



Key to Gift from the Gods map.

- ● exit leading down
- ● exit leading up
- ● exits leading up and down
- – connecting routes between rooms
- | door leading to chamber or other rooms
- ▌ dead end
- Chambers, each contain four Euclidian shapes
- Guardian's chamber. Correct shapes must be placed here

Although the maps shows exits up and down the labyrinth appear's to be on one level. The exits up and down act as "secret passages". Any chamber with a number is linked to another chamber bearing the same number. Chambers surrounded by red squares are possible starting positions


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BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. OR PHONE ME
ON: 01-251 6222.

DOTMAN

A number of people seem to have been having problems with the Amstrad Dotman program from the May issue. First of all, our printer has cleverly printed pound signs (£) instead of hash symbols (#) in lines 430 and 1850 — one of the problems of being British!

The other problem most people have had is with the graphics found in the PRINT statements (lines 1610 to 1840) which appear as just characters in the listing. Stephen Sutherland, the author, helps out with the following two lines, which should be entered before typing the program:

```
1. FOR F=1 to 18 : READ A : KEY DEF A,1,103+F,71+7,199+F : NEXT
2 DATA 44,35,45,37,36,34,27,67,50,60,51,42,55,49,63,43
```

The PRINT statements can now be entered by holding down the CTRL key and typing the appropriate letter, as shown between the inverted commas.

SMARTY BERTY

To all those readers who couldn't get Smarty Berty to run on the BBC micro, why not? Having typed in the complete program myself (a very tedious task), it ran fine. Obviously you'll need a Model B. If you have a disc system fitted, type in the following before running:

```
FOR I%=PAGE TO TOP : ?(I%+&¼OO-PAGE)=?I% : NEXT
PAGE=&EOO
*TAPE
```

to download the program, leaving room for the 20k screen mode.

PORTRAIT DUNGEON

Errors within errors! Readers of last month's column will no doubt have been delighted to see the amendments to Portrait Dungeon. These included the elusive first program and a reprint of line 10, only they weren't printed. So here you are:

```
10 ? '''':POKE 752,1:POKE 710,160:POKE 709,10:POSITION 8,5:? ''COMPUTER & VIDEO GAMES'':POSITION 10,6:? "ADVENTURE HELPLINE"
15 POSITION 15,8:? "PRESENTS"
20 POSITION 10,10:? ''****************'':POSITION 10,11:? ''*PORTRAIT DUNGEON*'':POSITION 10,12:? ''****************''
30 POSITION 11,15:? "BY PAUL COPPINS":POKE 764,12:RUN "C":
```

and

```
10 POKE 9,255:POKE 2,65:POKE 3,185:TRAP 20260:POKE 53774,64:POKE 82,1:POKE 83,38:POKE 710,160:POKE 709,10:GOTO 20
```

Hopefully this will put an end to the finger twiddling and head scratching.

MEGA-MACHINES

The new wave of 16 and 32 bit personal computers that will be winging their way to this country from America look set to revolutionize home computing. Dodgy graphics, poor animation and pokey little adventures crammed into a few miserable K of memory will soon be only a fading memory.

Atari and Commodore are leading this push into more powerful machines at affordable prices. Atari's new range of ST computers include a 16 bit computer for under £400 with 128k built in — the ST 130 — and a 32 bit with half a megabyte of memory on board for £700 or £1,000 with a colour monitor.

The prices may not be peanuts in comparison to most games computers, but when you consider that the STs are comparable with the Apple Macintosh and even have some more interesting features — including 255 colours on the screen simultaneously instead of the Mac's black and white display — they start to look very good value for money.

Commodore's 128 and Omega computers will follow later in the year and promise to be as exciting and innovative as Ataris.

Atari are also promising to stand the disc drive market on its head by offering £100 disc drives for all its makes of computers as well as other manufacturers' machines.

LOOKING AFTER YOUR TAPES

I recently received a very interesting letter from Mr. A. Mathison in West Germany. He had a number of comments to make on handling cassettes (and one or two about our cover flexy discs!). Here is at least part of his letter . . .

I have a Spectrum, a ZX-81 and a Nascom 2 which I built in 1979, and as yet no discs. So I think I am qualified to give a few hints on problem free loading using cassette recorders.

1) The tape should be of good middle quality. Hi-fi tapes are less important than having a tape completely free from dropouts. Ferro tapes are adequate, with C5, C10 or C15 being the best sizes.

2) Tape heads and pinch wheels should be cleaned approximately every five to ten hours.

3) Always record at, or slightly above, level 'O' VU.

4) On playback adjust the volume to get the "loading bars" on the screen (Spectrums only) to be approximately equal thickness. Slightly thicker bars, on the first header tone only, are sometimes helpful.

5) Pick a cassette recorder with variable input level (no auto level), VU meter(s), variable output level, and most importantly AC erase and AC bias. To check whether a particular recorder has AC erase, look at the erase head (not the one in the middle) and if it has two wires coming from it then it is AC erase. No wires means that it must be DC erase, having a normal magnet.

6) A stereo recorder gives an automatic backup copy if you link the cassette inputs together. Then, if the left track fails, you can always try the right track. Don't try to read them both together because you'll get phasing errors.

7) Using a head alignment tape is always a good idea. You'll find adverts for these in electronics magazines.

Mr. Mathison claims to achieve 100% error free loading by following these guidelines. Certainly a lot better than I've been able to with five different cassette recorders!



The MAX FACTOR

Max Headroom is taking TV by storm with his unique mixture of old jokes and hot music videos. Max is the first computer-generated superstar — but did you know that you can create your very own talking head? NIGEL WATSON tells you how.

Max Headroom may have all the best jokes — but you can create your own computer-person without all the high-tech video wizardry. All you need is your micro and a video-recorder.

The kind of visual images you can create on your computer and transfer to video tape does not entirely depend on your programming skills either. There's a whole bunch of good graphic art utilities around which you can use to create complex computer pictures without complex programming!

SETTING UP

To start making your own Max, simply set up your micro and video recorder as illustrated on our diagram. You'll have to tune your video into the computer's signal — once you've done this, the graphics from the computer can be recorded easily onto video tape.

Basically what you are doing is recording your computer graphics or animation onto tape. If you create graphic sequences, or have a video recorder with an edit facility, you'll be able to make your very own computer-movie.

The computer is sending visual images — but no sound — to the video in the same way as any broadcast that you can receive via your TV aerial.

Since videos have differently arranged controls for tuning in the signals that come in through the aerial socket, it is best to consult your handbook or dealer before you start doing anything you might regret to your machine.

When you play back the recording, you should DISCONNECT the computer from the video. If you don't do this, the computer will interfere with the pictures which are sent from the video to the television set.

MOVIE-MAKING

If you only take a brief look through computer books and magazines, you will soon find program listings that help you draw static and animated graphics.

If you have the spare cash, British Micro produce a *Grafpad* that is probably the ultimate drawing aid for Spectrum, BBC Model B and Commodore 64 owners.

Also, with the help of light pens and digital tracers, you can create some interesting artwork, even if you have little artistic ability.

Another useful aspect of these devices is that they add animation to the graphics in a way that can be easily controlled.

You can record onto video tape each graphic or animated graphic one after the other until you have completed the desired sequence of pictures. This is known as assemble editing.

If you own a more expensive video machine, you might find an insert edit facility. This allows you to insert pictures into the sequence you have already created without upsetting it.

With experimentation you can see what effects you can create on your computer and how they look when built into a sequence of images on video tape.

SOUND EFFECTS!

So far we have only mentioned the visual aspects of this technique. Once you are satisfied with your pictures, you can add sound. This is accomplished via the audio-dub facility on the video machine. This allows an audio tape recording input or a microphone input to insert sound on the tape without disturbing the pictures you have already recorded.

Sound will make your computer-movie come alive. Just a few sound effects — such as footsteps accompanying a figure walking across the screen — can make all the difference.

The BBC produces records and cassettes which contain all manner of sound effects but, as with pre-recorded computer programmes, you must be careful that you do not infringe the rights of the copyright holder.

You can use your own computer to produce sound effects and there is some commercially produced software that will help you. If you are musically inclined, you can produce computer generated music to enhance your pictures — again software is available to help you do this.

An interesting idea is to attach a speech synthesiser to your computer and use this to produce dialogue, or your own Max Headroom jokes!

ANY IDEAS FOR INSTANT SUCCESS?

What kind of programme can you make? Well, first of all, it is best not to be too ambitious. So plan something that will last two or three minutes. This might not seem long but it is surprising how many images and sound effects you require to make a worthwhile programme of this length.

You can use computer pictures and sound to produce virtually any type of programme — cartoons, stories or even documentaries.

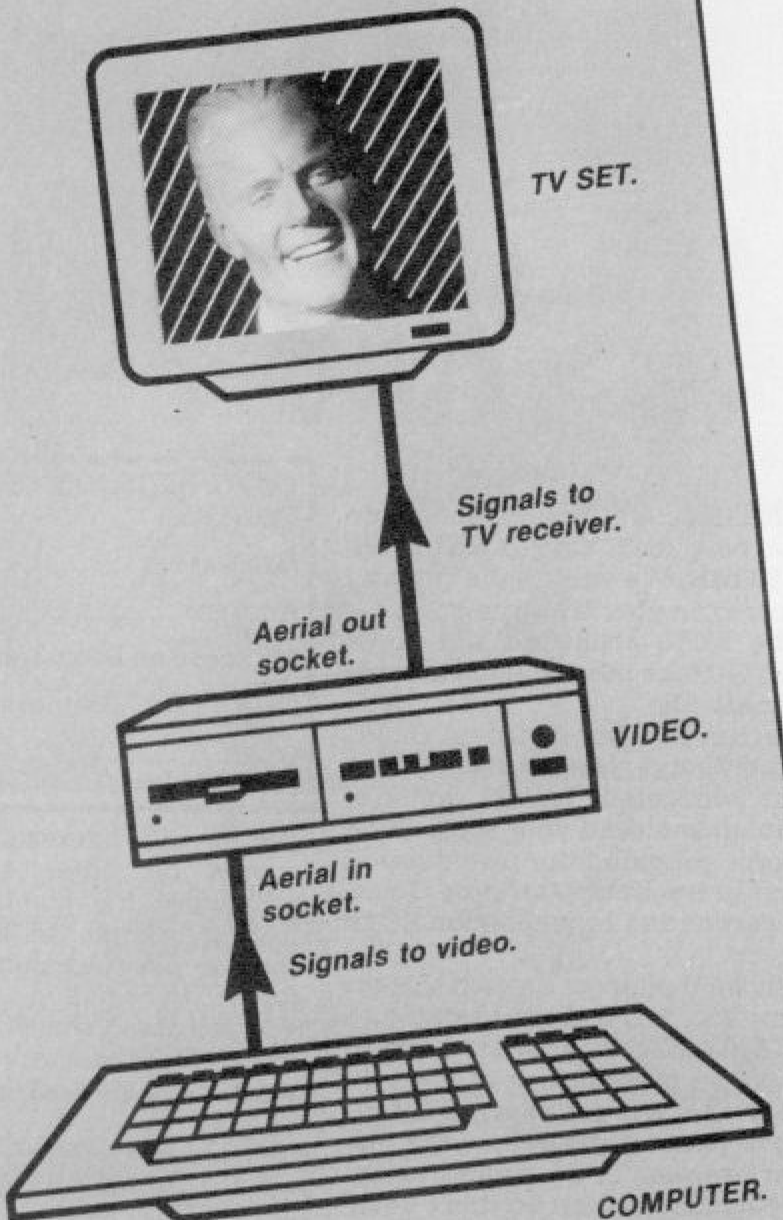
If you are stuck for ideas, you can perhaps make your own mock commercial. Just think of any product and then try to invent a TV advertisement for it which you can easily produce. But steer clear of Blipverts!

A sequence of random patterns with music accompanying them can make a pleasing pop video.

You can take this idea further and produce more complicated images and sounds for such productions. No idea is too wild! Local pop groups might even beat a path to your door-step if they get the chance to see the kind of pictures you can put to their music.

These techniques can also be used for illustrating graphs, diagrams, and plans.

The good thing about this kind of computer "programming" is that you can produce a tangible result almost instantly. So even if you do not yet have the skill to produce a computer game, you can still become a television producer!



TUNE INTO THE PICTURE BOX

Instead of receiving signals from an aerial, the computer is used as a source of signals for the video recorder and television receiver.

C&VG'S HALL OF FAME



This issue we proudly announce a new look *C&VG* **HALL OF FAME.** We will still be printing top scores on your favourite games — but the REAL challenge will come when YOU take the *C&VG* **Hotshot of the Month** title.

How do you get to be a *C&VG* Hotshot? Simple. Just get a high score on our nominated Hotshot Game of the Month and send your score in on the form provided to *Computer & Video Games*, Hotshots, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Then we'll pick out the two highest scorers and invite them to come to the *C&VG* offices in London where we'll hold a play-off.

The winner will get a special *C&VG* Hotshot prize package — and the runner-up won't be going away empty handed either. So don't delay — get your score into us today!

THIS MONTH'S HOTSHOT GAME OF THE MONTH IS — DROP ZONE — for the Atari and C64.

Drop Zone is a fast, all-action shoot-out set on a planet being attacked by horrible aliens. You play the part of a jet-powered space-captain out to save the droids on the surface from the evil aliens. *C&VG* voted this the best (available) Atari game for ages!

C&VG HOTSHOT OF THE MONTH CONTEST

Name..

Address..

My score on Drop Zone was..............

Date..............Witnessed by..............

....

Machine (tick box) C64☐ Atari☐

We're still interested in your hi-scores on other games — and remember the number one scorer from each game we print each month gets a *C&VG* t-shirt. And DON'T forget to send a photograph of yourself along with your Hall of Fame entry! We like everyone to see just what a *C&VG* Hall of Famer looks like!

C&VG HALL OF FAME

Name..

Address..

....

Name of game..

I scored..

Machine..

T-shirt size: (S,M,L)..............................

Witnessed by..





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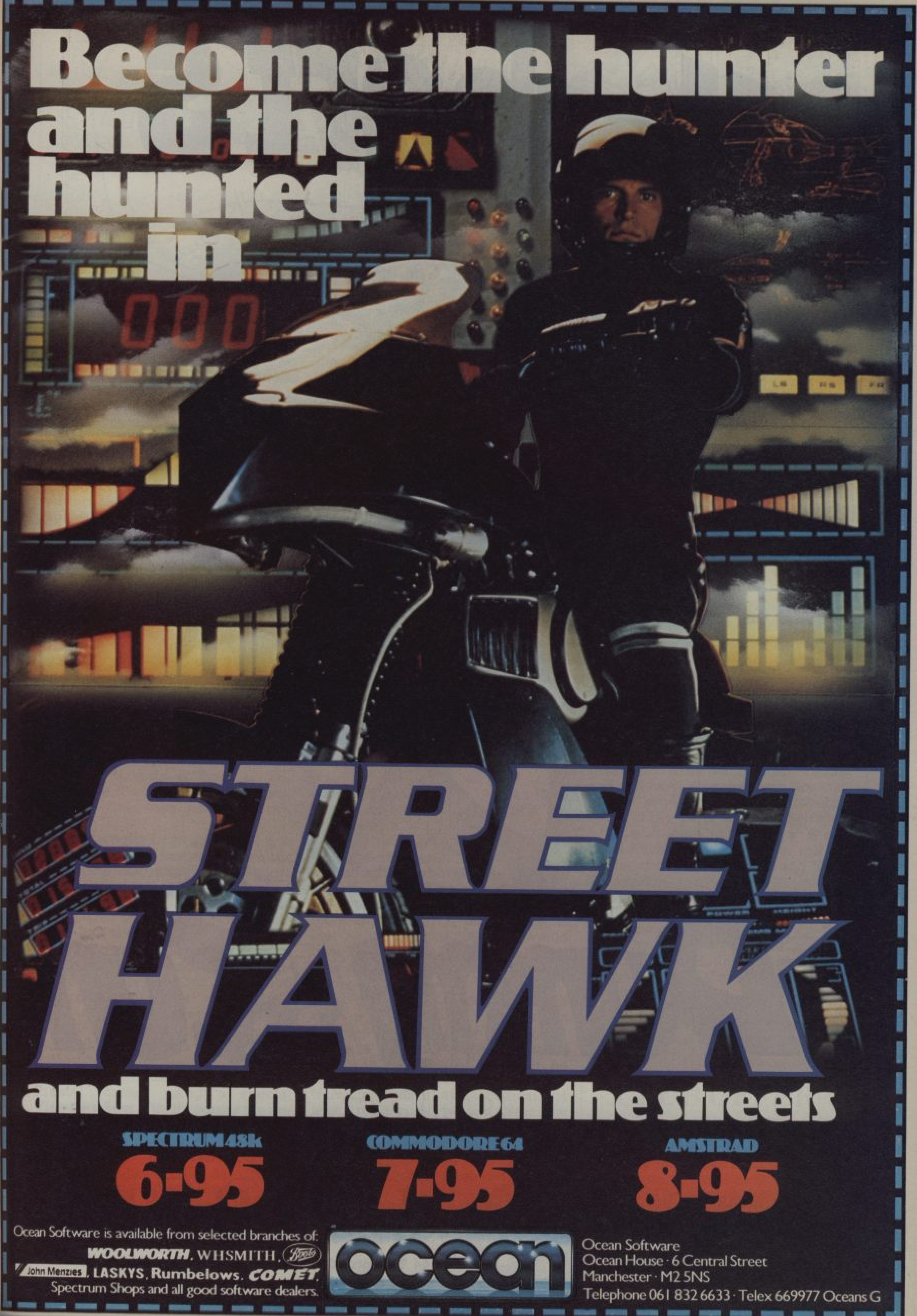
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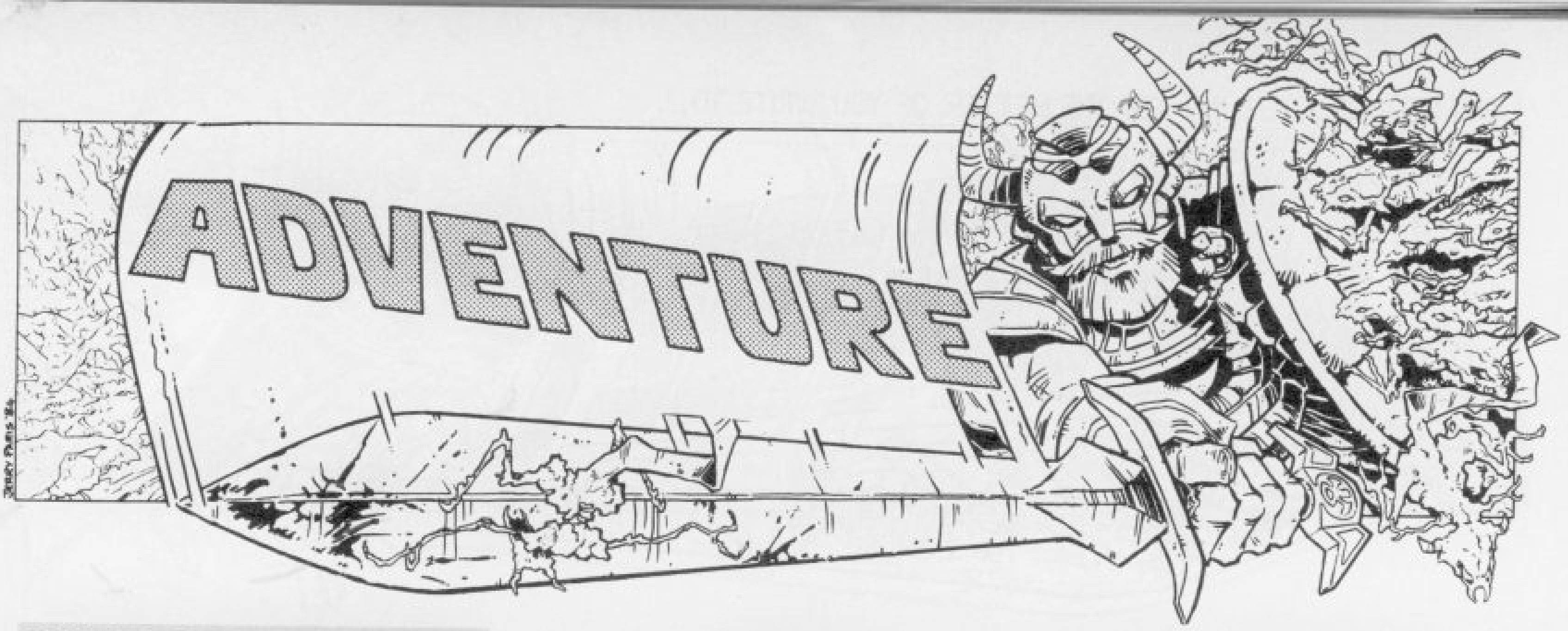
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Deep in the steamy Amazon jungle danger lurks amongst the swamps and creepers. Armed only with a blowpipe and a limited number of poisoned darts, your journey takes you through some of the last unexplored areas of Rainforest.
Look out for treacherous headhunters and scorpions, while above you deadly tree snakes wait to strike at easy prey.
Try and outrun them, but you'll have to stop, load and shoot eventually!
Your adventures take you through dank, eerie caves echoing with the sound of bloodsucking vampire bats. Wierd wraithes chase you out to face the climax of the game around a ruined temple.
Dodging the crumbling masonry you must combat giant spiders waiting to entwine you in their deadly webs. But are you accurate enough with your blowpipe to face the final conflict?
There are 4 levels of difficulty spread over 3 incredibly detailed 3D scrolling landscapes and should you be caught out, the end you face is definitely not for the faint hearted.
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WELCOME JIM!

The *Helpline* team gains a new recruit this month in Jim Douglas whose reviews you may have read in the March and June issues. In danger of being overwhelmed by an ever increasing number of *Helpline* letters, we decided the time had come for us to get extra help!

From Twickenham, Jim has been writing letters to the *Helpline* regularly for over a year and many of them reveal a good knowledge of the inner workings of the BBC and its Adventures. Jim is just completing his O levels and, as soon as they are over (hurry, there's a pile of letters waiting for you!), he will be joining Simon Marsh, Paul Coppins and myself in answering your cries for help and contributing reviews to the Adventure reviews section.

THE A'TRAIL

Those of you who are subscribers to Micronet 800, will know what the *A'Trail* is — my spot on Micronet! For the uninitiated, *A'Trail* is the *Adventure Trail*, and starts on page 800132 — the base number of my "area".

A few weeks before Easter I was busy composing frames to form the basis of the *Trail*, using my BBC micro with a slick piece of software called MCTELE which emulates the Prestel editor. This way, frames can be built up off-line and stored on disc.

With the help of Matthew Lemming, who spends most of his school holidays working in the Micronet offices, I started "uploading" the frames to the main Prestel computer on Easter Monday. Bulk uploading entails putting all the individual frames into a bulk up load file and then "crunching" the file into Prestel format, using a special Viewdata Rom. Finally comes the on-line bit, whereby the BBC is connected via a modem to the appropriate Prestel computer and the crunched output file is "bulk" uploaded. Immediately the uploaded frames are available for access to anyone logged onto the system.

So many *C&VG* readers write to the *Adventure Helpline* and, after the inevitable delay before receiving a reply, write back to say that they had solved the problem before hearing from us! Perhaps that is a better thing from the point of view of enjoying an Adventure — it proves you CAN solve the problems given time. At the same time, you have the comfort of knowing, at the end of the day, help is — hopefully! — on the way! What do you think?

If you are a subscriber to Micronet, you can Mailbox me on System 019997181. If you are not, but are interested in joining, then write to Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ, for details.

THE PI-MAN — IS HE DEAD?

About a year ago, we thought we knew the annual date for claiming Pimania's Golden Sundial said to be worth £7,000. Word had it that there was a very good chance of a successful bid for the prize. "That would make a great story for *C&VG!*", we thought.

So Eugene Lacey, then *C&VG's* deputy editor, rang Christian Penfold and asked how about us being on the spot, complete with camera, to cover the event for our readers? Mr Penfold obviously wouldn't reveal anything at that stage, but promised he would give Eugene 24 hours notice of the time and place. We, of course, were sworn to secrecy.

The date we had in mind came and went — Eugene and I had kept a whole weekend clear! And now nearly a year has passed. When I spoke to Mr Penfold recently he denied the promise. "No, 20 minutes warning, *if* there was a claimant, is what I promised!", he said. Now how would he know, 20 minutes in advance, if anyone was going to turn up at the appointed location? And what use would 20 minutes notice be to us?

Eugene is quite definite that that, was NOT the promise.

Let's not beat about the bush — we ALL know that the date is 22nd July, don't we? (22/7 = Pi, get it?) What we don't know is the venue.

Well, if we haven't heard anything by this 21st July, even if there is no claim on the 22nd, *Pimania* will be over. By next year the game and prize will be so dead that no-one will even think about it. So, if the Sundial remains unclaimed this July, here is our challenge to Mr Penfold. Publicly auction the Golden Sundial and give the proceeds to *Soft Aid* — or we'll know that with *Pimania* Automata perpetrated the biggest ever prize-adventure RIP OFF!

COMING SOON!

There are some great new Adventure titles lined up for release during the summer and autumn!

The long awaited *Midwinter* from the keyboard of Brian Howarth should soon be making an appearance from Adventure International. *Midwinter* is being completely revamped from its original format and will have animated graphics and arcade sequences. It will probably come in two parts on the same tape.

Tynesoft plan to launch a *Super Gran* Adventure. Guess who will be writing that? Brian Howarth and Mike Woodroffe!

September should see the release of *The Rats* which promises to be a very unusual game. Based on the book by James Herbert, it will be published by Hodder & Stoughton Software for the Commodore 64 and Spectrum, written by Fiveways Software.

And of course, there's *Questprobe 3* still to arrive. Where has the Thing got to?

CLUB OFFER

If you wish to take advantage of our exclusive £1-off offer on any *Level 9* or *Adventure International* cassette or disc, send this token, together with the coupon from the *C&VG Adventure Club*, to *Computer & Video Games*, Adventure Club, Priory Court, 30-32 Farringdon Lane, London EC1.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



GRAMPIAN ADVENTURE

Michael Bolam of Consett, who wrote to say he had completely solved *Claymorgue Castle*, added: "By the way, I saw you on *4 Computer Buffs* the other night. Ever thought of becoming an actor? No? Well don't!

I'm sending Michael the smallest t-shirt we've got — you never know, it might strangle him when he tries it on! And the bad news, Michael, is that people in the Grampian TV area will be having to put up with me again!

At the invitation of Patrick McDermot, I flew up to Aberdeen for the day recently, for a recording session with Bobby Hain, the presenter of Grampian's *Bits 'n Pieces* programme.

At the studios I met up with a very friendly crowd, including producer Peter Webb and his assistant, Sue Hough. After lunch I had a pint of the local brew with Tony Crowther of *Killer Watt* and *Blagger* game — but I'd better not mention arcade games in this column!

Bits 'n Pieces is a series of six programmes and will be screened from about mid-June onwards.

ADVENTURE CHAT

Try drinking tidepool or lake water in *Savage Island Part 1*, says Jeff Beck from BFPO 53 in Cyprus who gets a t-shirt for this Adventure funny.

"Is there something wrong with the Commodore version of *Eureka* which crashes even after cleaning the tape head?" asks Richard Mead of Tunbridge Wells. It could be the head alignment is out, Richard — this is very critical on turbo loads. I can recommend the Azimuth Head Alignment Tape from Interceptor which makes adjustment of the C2N Datasette a simple operation — there's even a special screwdriver included in the kit.

Steven Swain asks when the Helpline will be appearing next at a computer show? Well, word is, that we will be around again in September — more details later!

Carl Muller of Taranaki, New Zealand, sent a letter explaining how to write an Adventure in 544 bytes. He has ingeniously fitted an Adventure game into an unexpanded Casio PB-100, using the exclusive string for input and storing text in string variables. "Use small line numbers for GOTOs," advises Carl, "and steer away from plots like *Snowball*!"

Ivan Lamont and Simon Walsh of Dublin are working away to earn a t-shirt. As well as some really cunning methods of cheating, they have put together an excellent hint sheet on *Lords of Time*. A couple of their clues are in the upside down section.

"Maybe we're after *C&VG* t-shirts? Dead right, but not yet though, more next month!" they wrote. I couldn't resist sending one, on account, as it were!

DESPERATE DEMANDS!

Hey! Is there a conspiracy afoot this month? After some years on the market, *Sphinx* has produced the same hitherto unasked question in the same mailbag! Where is the boat to cross the lake? Apparently Acornsoft are suggesting their customers write to *C&VG* to find out — pity they didn't send me a copy of the game!

Token of Ghall is galling John Greenwood of Sheffield. What do you do in the throne room and how do you get past the door in the skull room, he asks.

Jason Thornton of Warley can't work out how to get past the velvet drape in the *Castle of Terror* library, nor get through the bookcase. G Tomkinson of Willenhall has got the maiden but can no longer jump the spiked pit. I should drop the maiden in it and make good your 'own escape, Gaz!

How do you get past the Hobo in *Wizard's Challenge* (BBC) asks Leonie Kyriacou of Enfield.

"After seeing the demonstration of your Helpline Database on *4 Computer Buffs*, and being very impressed, I might add (grovel, creep) I have one question. Please HELP!"

That must be worth a full-size t-shirt for Timothy Smith of Colwyn Bay, who wants to know how to remove the retaining clips from above the bunks in *Pulsar 7*, and where to drop the Stilton in *Sphinx*. Hey, that's two. I've been had!

Andy McGowan of Clydebank is puzzling over *Labyrynths of La Coshe*. What does Gigo mean and how can one talk to the stranger in the forest?

David Mair of Co. Antrim asks: "How do you cure leprosy?" while Daniel Banks has a less startling problem in another game. He can't get the rod of light in *See-ka of Assiah*.

Kingdom of Hamil has an old lady unwilling to part with her goblet and it is killing Darren Sillett of Camberley.

What use can Chris Bacon of Darwen make of the flint and plank of wood in *Zim Sala Bim*? Meanwhile, the Duckett family of Hitchin are languishing in a dungeon in *Zim* and have been trying to escape, without success, since December.

Commodore's *Quest*: The two headed serpent is slaying Sandra Philpotts and her neighbour in peaceful Surbiton. "Do we need the mace to overcome the problem and, if so, how do we get it?" asks Sandra.

How should Dave Bunce of Grange-over-Sands combat the Snake God and Sidhe in *Tir Na Nog*, and how can he get out of the library?

EUREKA! (1) How do you get into the village without being burned? (2) What to give the priest in Arthurian? (3) How do you get into the shelter avoiding the guard who says "Heidi" and how do you get through the minefield?

In *Upper Gumtree*, does the gypsy



want the coin, why do I get killed going into the flat-roofed building and how do I deal with the three sharks after falling through the trap-door in the Nissen hut?" asks Matthew Gregg of Smethwick.

Vilmore Rochester of Peckham has come to the conclusion that the oven in *Count* is not solar powered because there is still heat and light coming out when the sun is setting. That so, Vilmore? But his main problem is this: "How can Dracula move so fast? Whenever I'm in the pantry I'm always bitten. I mean, how does Dracula know where you are? I bet this question will never be answered!"

Poor student Lars Larsen of Hojberg, Denmark, spends all his money on Adventures! Still, he's earned some clothing through the clues he sent — a t-shirt!

In *Valkyrie 17* what do you do with the shaving foam, asks a beardless A J Glover of RAF Benson, Oxfordshire.

And finally, in *Return to Eden*, how can Martin Pavey avoid getting thrown off the autoscythe?

SIMPLE SOLUTIONS

Thanks for help this month to Hazel Topham, Darren Aylward.

ERIK THE VIKING:
Getting the woman's beard is not one big problem, it's seven small ones!

COLDITZ:
Get the floorboards to stop the creak!

RETURN TO EDEN:
The twig and stalk playing is enough to hypnotise the ants. Fence to cross? Lead them over!

GREMLINS:
There's a double surprise in the drawer!

CASTLE QUEST:
Witches don't like water!

HITCH HIKER'S GUIDE
A fishy solution requires hanging your gown, covering the drain, blocking the panel and placing the mail, before pushing the button.

TOWER OF DESPAIR:
To pass the Medusa, a blind crawl might help.

FINAL MISSION:
To get past the green slime, block the gap under the oak door with the straw and go west and up from the splatting room into the cubbyhole. Wait until you hear a splintering sound and then drop the soap.

EMPIRE OF KARN:
To read the scroll and learn where to go next, be very generous to Shanet.

ADVENTURE MAILBAG

Here is a sample from some of the many letters that have been pouring in!

Dear Keith,
I have a Spectrum copy of *Eureka*, and my daughter and her boyfriend, the Commodore version. In the Commodore version of the Prehistoric Adventure, it is possible to pass through the Neanderthals' village quickly, and follow other routes, but this does not seem to work in the Spectrum version. Here, you are captured, being unable to take any of the routes indicated.

My question is: (1) Do I have a faulty tape? (2) Is there a program error on the Spectrum version, presumably stopping completion of the adventure? (3) Am I doing something wrong?

I have played the game on both machines, so I do not believe I am to blame. Can anyone throw any light on this?
Robert Robinson
Kidlington
Oxford.

Dear Keith,
To get this letter off to a good start, I'm going to use some bad language. Ready? "Arcade Games!"

Now on to your column. Great though it is I'd like to see a lot more clues, as it seems as if the ones printed are for an Adventure that I've got or they are always for problems that I've past.

So here is my selection of exceedingly unhelpful clues:
To get out from your house in *The Hobbit* — Open Door
To escape from the coffin in *Snowball* — Pull Lever
In *Classic Adventure* a magic word is PLUGH
In *Urban Upstart*, the large key will open the front door.

I'm pretty sure that those will help fellow Adventurers in a jam, they certainly helped me. Now that I've helped other Adventurers, I've got a few problems.

How do I complete all the Level 9 Adventures? What is the secret telephone number needed to complete *Eureka*? Who committed the crime in *Sherlock*?
Mark Eldridge
Laindon
Basildon.

Keith's reply: I can see you've got the Helpline off to a t(shirt)! But you missed out a good clue. The magic word written on the rusty axe in *Adventureland*!

Dear Keith,
You are wise, Father Campbell, the young man said,
Not wanting in Terror to quit,
With the aid of the mind in your gallant head,
Why can't I get over the pit?
You are kind, Father Campbell, the man then cried out,
And the past? That was something I lacked,
For if Nightmares I've had, I'm beginning to doubt,
Has Examiner's brain simply cracked?
You are good, Father Campbell, the young man sobbed hard,
And the Snowball has passed as a dream,
But the monster, alas, the North bank doth guard,
I am stuck (as the rest) it would seem!
Ian Urquahart
Edmonton.

Keith's reply:
Nightmare remembered, a foe so malign,
Enrages enough to make score,
Whilst a fishy solution leviathans like,
Of the pit I can tell you no more.

MORE GAMES WITHOUT FRONTIERS

8th Day Software is one of the new breed of "cottage" software houses that have grown since the advent of the *Quill*. What makes the company different from most of the rest is that their games, once priced at £1.75, still cost only £2.50 each. The co-directors of the company are Michael White and Gary Kelbrick, who also write all the games using the *Quill*.

I asked them why their games cost so little compared with other Adventures, and their answer was quite controversial. Gary and Michael both think that 99 percent of Adventure games on the market are overpriced for what they contain and feel, to a certain extent, that many games are written badly, story-wise, with unoriginal problems. Naturally, they also feel that their games are always original and worth every penny.

So I thought I'd take a look at this series, to see if it is all that its producers claim.

FOUR MINUTES TO MIDNIGHT

This game was written by Michael White and is concerned with events after a deadly virus is released into the atmosphere from a high security research station in America.

The virus has killed most of the world's population and only a few, seemingly immune, have survived, including you.

You must learn the skills of the old technology and recruit five members to form a team to travel across the States to disarm nuclear weapons which have been left unguarded and still threaten the remaining population.

This game is well thought out, and quite difficult. At the start, you are standing at a petrol station. A few seconds later a car crashes into it and explodes. From inside the car you hear screams. If you manage to rescue the occupant, he will help you with your mission.

The game continues along these lines and is quite fun to play.

Personal Rating: 7

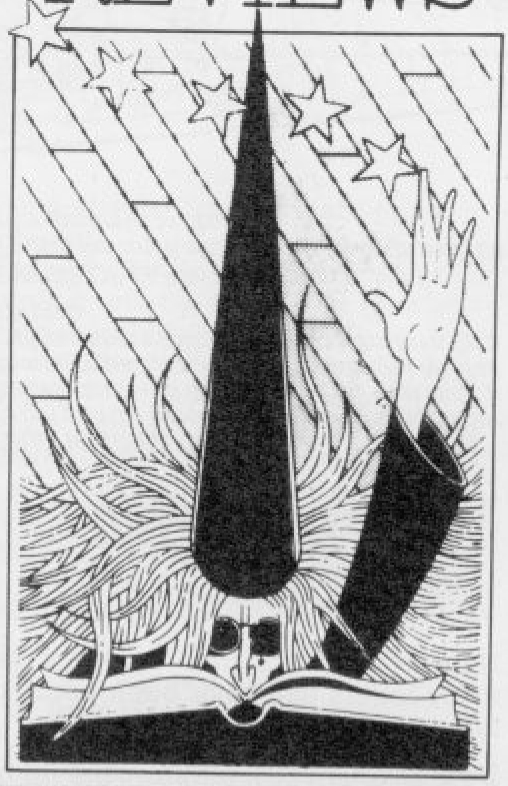
QUANN TULLA

Without doubt, the best game of the series is *Quann Tulla*, and I think this should be picked up by a major company. The story is of an evil empire that has fought a long and bloody war with the Just Foundation. The Foundation is losing, and your mission is to destroy some top secret manuals, kill a traitor and destroy a crippled space ship.

The game takes place aboard your flagship and progresses through space to a far distant alien world. This may prove too difficult for beginners, but the experienced Adventure nut will love it, especially its weird objects such as the lead ball and lighter-than-air docking badge! Great stuff!

Personal Rating: 9

•REVIEWS•



ICE STATION ZERO

In this one, you are cast as a secret service agent who must defeat the evil genius Stirling. Stirling, it seems, has planted a nuclear bomb somewhere near the south pole. Setting off, you find yourself standing in the freezing snow, from where you move on to discover ice floes, yetis etc., which must be overcome before killing the maniacal Stirling.

Personal Rating: 7

IN SEARCH OF ANGELS

This is one of the easiest of the series and is based upon Ian Fleming's early novels. You are cast as a rather poor man's version of James Bond and you find a dead CIA agent floating face-down in the Thames. From there you progress around the world trying to stop an organisation known as "The Company" from taking over.

Personal Rating: 5

FAERIE

This has to be one of the most spine-chilling games available! It has nothing whatsoever to do with the notorious "Pink Fairy"!

The plot is, to say the least, complicated with many sub-divisions. You are sent off into the underworld to find the three treasures of Isi-Tunn, and it's not easy!

Personal Rating: 8

CUDDLES

Finally, Keith had a look at *Cuddles*, another of the 8th Day series, and after being cut by a "broach" on his Nanny's dress and finding he had to refer to it as a "broach", and that all subsequent text referred to it as a "broach" he says he could not bear to bring himself to continue with the game, let alone review it!

"Games Without Frontiers" are for the 48k Spectrum, priced £2.50, and available from 8th Day Software at 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH.

Simon Marsh

GREEDY DWARF

There has been a noticeable upsurge in the number of new Adventure titles for the BBC, of late, and many of them are of a high standard. *Greedy Dwarf* is one such — it concerns a dwarf who has robbed King Ardanga of his favourite gems. Naturally, it falls upon you to recover them.

At the top of the spiral stairs leading into the dungeon, where the dwarf in question is said to live, lies a convenient lamp, and down is obviously where the true adventurer should go. Being perverse, I thought I'd have a look on the surface first, but that was not to be, because a guard quickly killed me for returning without completing my quest.

So down it was, where the many traps set by the dwarf lay in wait. A number of these were of the type where, having taken all the precautions of looking and examining things in advance, you move into the next location only to end up dead for no reason that can be anticipated. I tend to tire very quickly of games of this sort but, to give *Dwarf* a fair crack of the whip, I tried and tried again. I soon changed my mind about it.

Having discovered where the traps lay, I learned, with a little skill and cunning, that it was possible to pass through these apparent dead ends. This was achieved with a combination of logic and hope! Mind you, it was necessary to try a few different ideas out before I hit upon the right answer!

Greedy Dwarf is a nicely presented text Adventure. It has a fast response and no spelling mistakes that I could find. The only bug seemed to be a tendency to tell me, every time I examined something that I shouldn't, that "I see no compass here!" So before entering the maze, I decided that I should look a bit further for a compass, and so I found one which later proved to be extremely useful!

Greedy Dwarf is from Goldstar.

Personal Rating: 8

Keith Campbell

MINDSHADOW

Who are you, where are you, and how did you get to be on a deserted beach on a remote island? That is the question you ask yourself as you stroll to see what's around the corner and find a sheer cliff — impossible to climb.

But people have been to this island before, for there is a decrepit straw hut and the remains of an old boat. Unfortunately, the most interesting routes lead to the quicksand!

You are itching to get off the island — could that be a ship on the horizon, or is it just an illusion — or just wishful thinking?



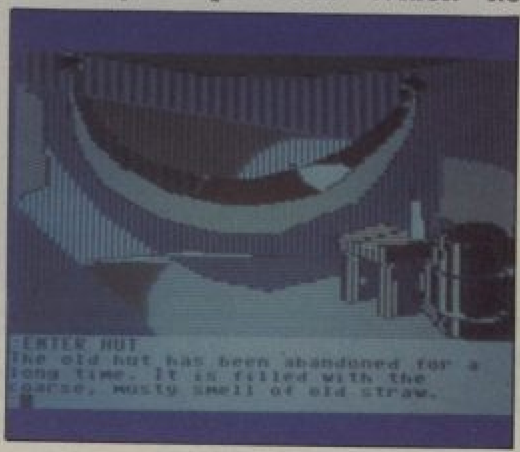
These are some of the problems that confront you at the outset of *Mindshadow*, a graphic Adventure on disc, for the Commodore 64 and Apple. Since all the pictures are stored on disc, there is an inevitable delay every time you take an action that results in a change of scenery, like taking or dropping an object, or moving to a different location. On the Commodore, on which I played, that can be frustratingly slow! How could they design a machine with such a slow loading system, I often wonder?

However, once read in, the pictures are fast to draw and quite detailed although, disappointingly, only in two or three colours.

The text responses are fast, and a chime announces the fact that there is more text to be read before you can start another input. Press a key and it will scroll up. Press RETURN and the picture will clear to reveal the last 24 lines of text, a novel and useful way of checking on your recent moves.

The problems are fairly well placed and the difficulty level provides for some hard thinking and experimentation with ideas, whilst at the same time not being too mind boggling.

There is an unusual HELP command which features the wise Condor, a bird who talks in semi-riddles about your problem. Which he guesses, on most occasions, with uncanny accuracy. But the Condor will only answer three calls in a game.

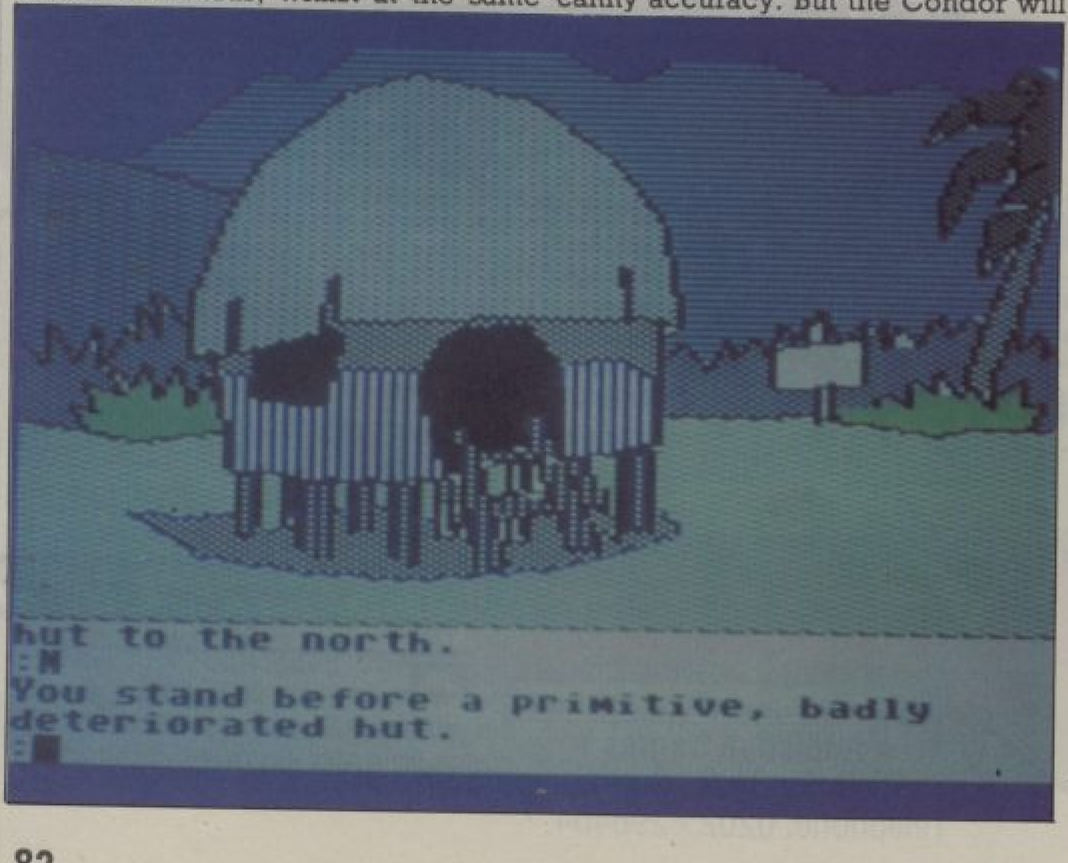


After a while, I managed to escape the island, and found myself aboard a pirate ship with an ugly crew and a ship's doctor who looked like a half-wit and specialised in brain surgery. Don't think I'll use his services — or should I . . .? (Why not give it a try . . .? Ed)

Mindshadow is from Activision on disc only for the Commodore 64, IBM PC and Apple.

Personal Rating: 7

Keith Campbell



THE JEWEL OF POWER

A game that I thought was going to be very mundane turned out to have some very novel features and puzzles. In *Jewel of Power*, you find yourself in an ordinary house — except I couldn't find a bathroom! — *but* there is something most peculiar going on down in the cellar.

Here you get your clue as to what the Adventure is all about, and this is done in an original and entertaining way, using graphics to great effect.

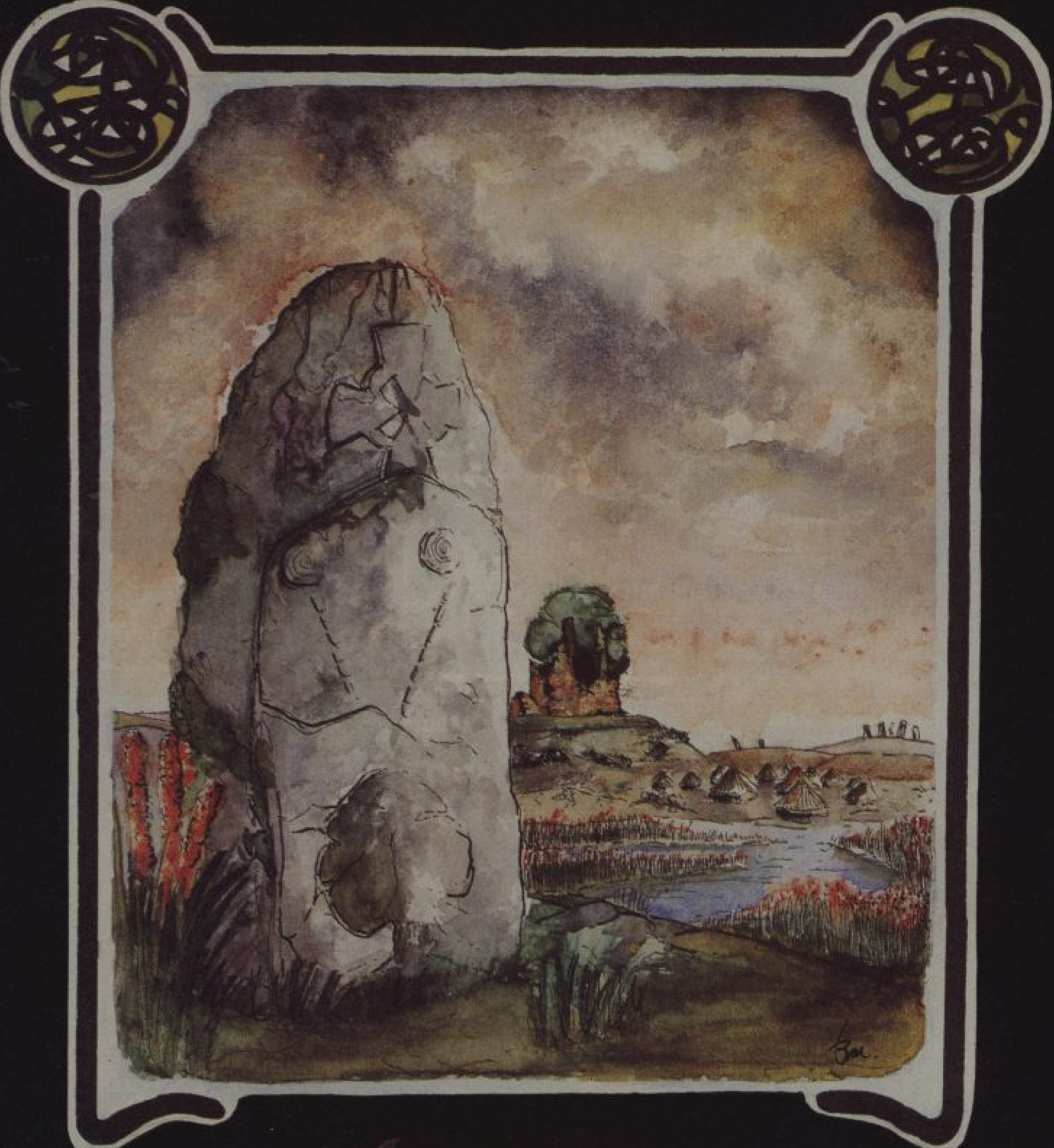
Leaving the house behind you in a mysteriously abandoned village, you make your way into the countryside, where there are some rather more unusual buildings.

One of these is a mysterious monument in the middle of nowhere — a red tower with a door at the base of all four sides. Inside, there are stairs leading up and down, but something very disorientating happens to you. Elsewhere you might be dish of the day for a giant, or become incarcerated in a prison cell. There is also the desert, with a very unfriendly oasis!

This is a machine code Adventure with instant response, including



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graphics. To start, the graphics are rather crude and garish, but they improve as you move away from the house. Some are very effective and they all interact with the game. What is more, they form an integral part of the game, for many of the features depicted are not mentioned in the text, but require reference by the player.

The commands required are mainly two words, but occasionally three words are needed as in "open front door."

My one complaint about the game is that on quitting or dying — which isn't difficult — the game cannot be continued without either reloading the program or data.

The end is somewhat inelegant, producing a STOP statement and Basic line number. But don't be fooled into thinking that listing this will give you any clues — all the text is hidden away in the machine code part! Fertile ground for peeking cheats, though!

The Jewel of Power is for the 48K Spectrum, from Slogger Software.

Personal Rating: 7

Keith Campbell

GROUND ZERO

International tension is rising and already law and order are breaking down. It's every man for himself. There are queues outside food shops, and if you join one you'll be told to clear off. Squads are out with rifles ready to shoot anyone caught looting. Nuclear war is imminent.

Your objective is to survive the attack and its aftermath using a number of potentially useful items lying around your house. How and where to use them to shield yourself is the problem. Should you risk a trip into the town to try to get in some supplies, or should you get on your bike and pedal away as fast as you can?

This is a text Adventure with two-word input and fast response. As well as the overall strategy you must develop to survive, the plot hides other little problems which, pleasingly, the adequate vocabulary allows you to unravel without the frustration of word-hunting.

Although a well-written game, I found the subject too depressing to be enjoyable. Nuclear war is hardly a subject for humour, and I didn't find any in the game. I do enjoy a bit of fun in an Adventure, which I think should be for relaxation and escapism through fantasy. This one seemed too much like a grim possibility — some would say probability. I know we should all be aware of the horrors that would ensue, but a game is not the right vehicle for this sort of education.

Personal Rating: 4

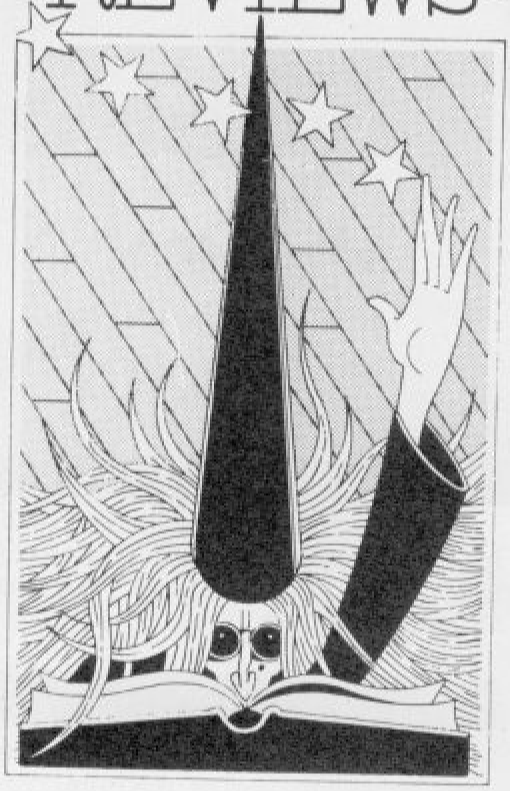
Keith Campbell

THE TALISMAN

Talisman is one of Games Workshop's latest offerings for the Spectrum and, after battling my way through *Tower of Despair*, I was looking forward to much the same sort of action. Unfortunately, I was disappointed.

The introduction tells of an action packed arcade style Adventure for one to four players. There are over 50 graphics locations — a successor to *Valhalla*, perhaps? So I started into the game, and then came the crunch. After the initial novelty had worn off, I

•REVIEWS•



lost interest and it became a real bore to play, just like *Valhalla*. I have never liked these so-called "arcade adventures" anyway, so therein could lie the whole problem.

The graphics in *Talisman* by no means come up to the same standard as those in *Valhalla*. They may be about ten times faster, but they are reminiscent of a very old cartoon film, even down to clouds of dust and flashing words which surround the characters fighting it out.

Moving around on the screen is achieved by use of the two cursor keys. On reaching the edge of some screens, you are asked if you would like to go north; or whatever. I found that trying to stop just before the edge of the screen was a little difficult — instead of stopping when I let go of the keys, my little character kept on going all by itself.

These, of course, are my personal views — if you are the sort of adventurer who enjoys playing this type of game then you may decide that it is the best thing since floppy discs, but for me this Adventure is summed up in one word — poor!

Personal Rating: 1

Paul Coppins

THE PAY-OFF

Atari software is usually associated with zapping away at coloured blobs of light. That's fine if arcade action is your scene, but I find I prefer something that stretches the imagination more. Consequently, being an Atari owner, I have had a limited choice. That, hopefully, is about to change. For it would seem that Atari have mended their ways and moved into the world of Adventure.

So for those of us who have stuck with Atari here comes the *Pay Off* in the form of a full text, disc Adventure using a minimum of 48k.

There you are, standing in Luigi's betting shop in New Jersey, in possession of a red hot tip. Now New Jersey turns out to be the sort of place where nicking the gold fillings from your best friend's back teeth is the order of the day — and that's while they are awake! So, seeing that you owe a lot of people a great deal of money — boy, have you got problems!

Nevertheless, Luigi is not so bad as far as bookies go — he is the only one who is prepared to give you a second look, let alone credit. But, of course, there are conditions whenever you approach Luigi — you have the choice of paying what you owe him, or accepting his invitation to a paddle in the Hudson river whilst wearing concrete wellies.

Things are not all that bad because you hear of a man on the streets who will part with $40,000 to anyone who can supply him with the fabulous Jang-y-Ryn Diamond. Taking up that offer would allow you to pay back Luigi, place that bet and start living again.

As you may have gathered, New Jersey is the type of place where even saying the word "Police" is guaranteed to get your head parted from the rest of your body. This is reflected in the puzzles and humour of this Adventure into the world of crime. For example, walking into a shop and parting with any of your money is considered to be the world's greatest sin. The normal practice is to come out with more money than you went in with — plus some goodies as well. Also, there are many words in the game that have a double meaning, such as "fence" — use it in the wrong way and you could end up with a broken nose!

The layout of this Adventure is very similar to that used by Scott Adams, even down to the same amount of text that appears on the screen at any one time.

Personal Rating: 6

Paul Coppins

THE FOURTH PROTOCOL

It sure is tough mixing in the world of counter-espionage, high-powered politics, bluff and double bluff.

But that's the world of *The Fourth Protocol*, the new offering from Hutchinson Computer Publishing, based on Frederick Forsyth's best selling novel.

A crack Soviet agent has been placed undercover in Britain to work on Plan Aurora which could spell devastation for the United Kingdom.

Your mission as MI5 investigator, John Preston, is to head the operation to expose and thwart Plan Aurora ... meanwhile, time races on towards an unknown deadline and an appointment with doom.

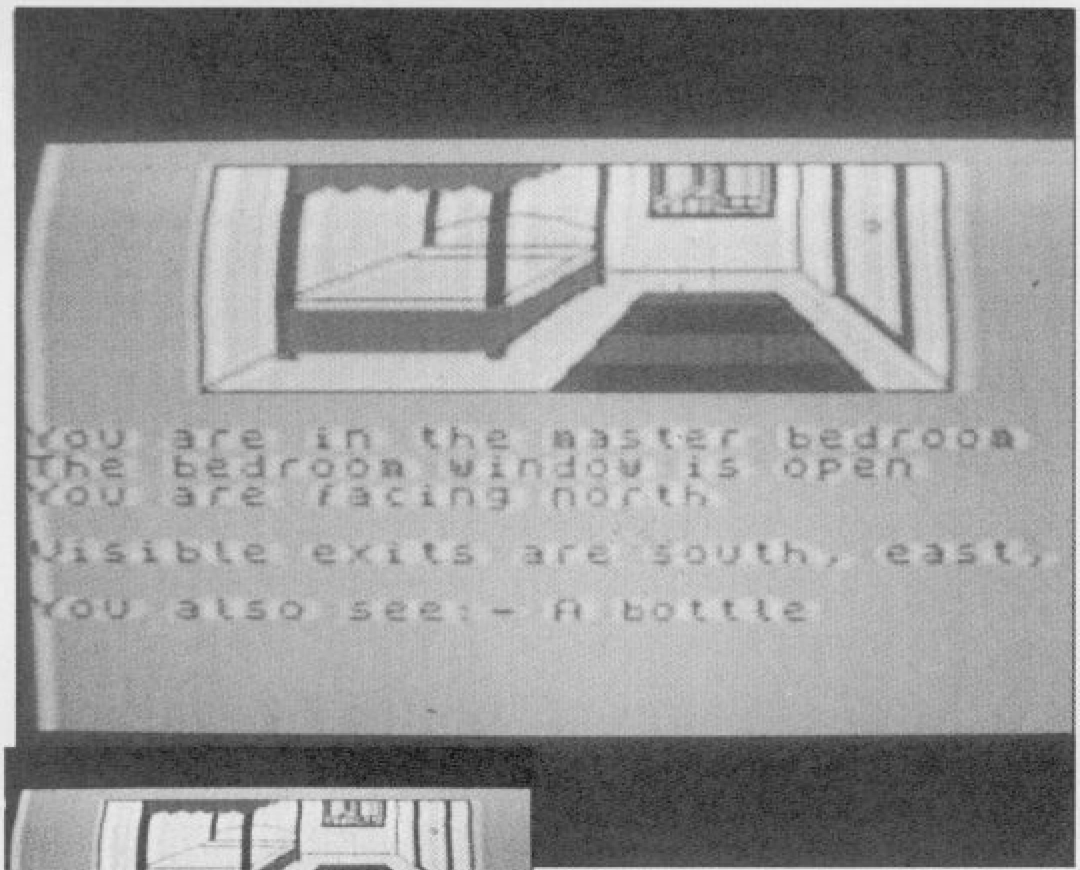
Preston has on-line access to the resources of Cen Com, MI5's central communications computer, and use of the intelligence networks of friendly nations.

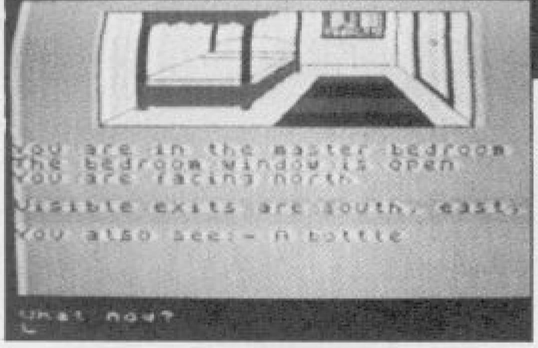
During the game Preston's rating and progress are constantly monitored by the powers that be. If he fails to impress, the unfortunate spy-catcher could find himself moved out of his job to a less demanding position — perhaps in the Falklands as Chief Security Officer in charge of penguins.

The first sections of the game use icon-driven graphics enabling you to access the computer, use files, telephones etc.

They are easy and — above all — fun to use. Used properly, they will enable you to keep a close watch on all the information and clues gathered.

Needless to say, the *C&VG* team did not manage to save the world. But that could be that the game was a pre-production version which lacked certain screens, music, some graphics and one or two objects. No wonder we didn't get very far!





The Fourth Protocol will cost £12.95 for the Spectrum and Commodore 64 on cassette and £15.95 for the Commodore disc.



CLUES 'O'

Here is another detective Adventure, with an awful pun as the title! You play the part of a French detective, but that is not to say you have to bungle things!

You are outside "Chez Fawcett", about to investigate the death of Major Fawcett. Lying around the house are various clues and using these you must put two and two together to solve the mystery of who dunnit.

There are various characters around who may be questioned, including the gardener, who gets very upset if you try to dig up his prize lawn!

The Adventure is quite well written, with graphics at many locations. Unfortunately, the presentation is very ordinary — the text display is only passable, for instance, "you also see:-" remains on the screen even if there is nothing following it — and the graphics are rather mundane, although instant.

Of course, it is all very well joking about *Sherlock* and its bugs — perhaps one does that because one expects so much from it. However, *Sherlock* very much puts a game like *Clues 'O'* in the shade, for the characters seem lifeless and wooden in comparison with Basil, Watson and co. In fact, I mistook Mrs Fawcett, who I discovered in the cellar, to be a corpse! No "Good morning, Clueso" or "That is brilliant, Clueso", from her! In fact she let me kick her and prod her at will without any sign of protestation! She uttered one cryptic sentence when I questioned her, and promptly left the cellar!

There is some humour in the game, especially over the french doors, where the computer thinks you are getting English and French mixed up!

Clues 'O' is from Imperial Software, for the 48k Spectrum, priced £8.95. I think it is overpriced.

Personal Rating: 5

Keith Campbell



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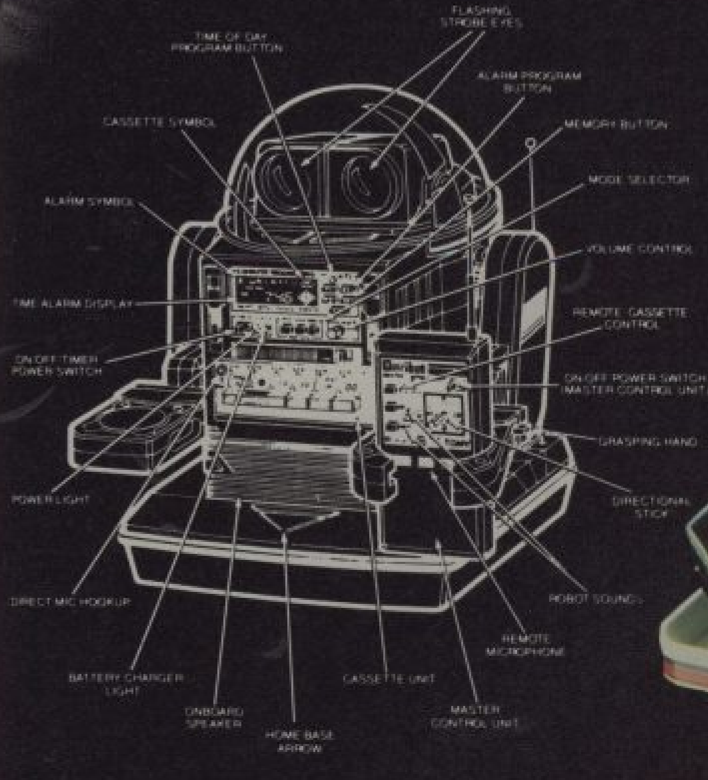
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You can create your robot out of any material you want — as long as you can get it through the post! But remember to fill in the coupon and attach it to your entry.

There's another thing we'd like you to do. We want you to suggest a good nickname for the Omnibot and Chatbot. Make them as original as possible — just like your designs for the *C&VG* office robot!

Once you've completed your masterwork and thought up a couple of good names, fill in the coupon below and mail it to *Computer & Video Games*, Robot Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is July 16th, normal *C&VG* competition rules apply, and the editor's decision is final. Adopt a droid today!

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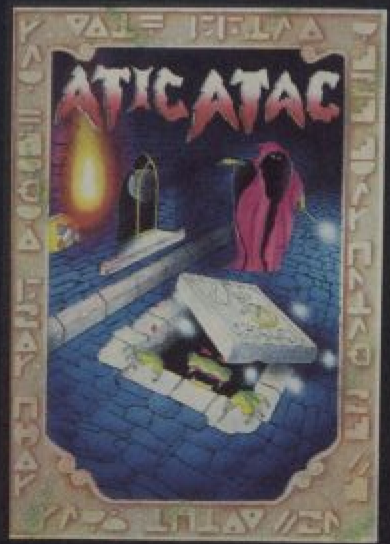
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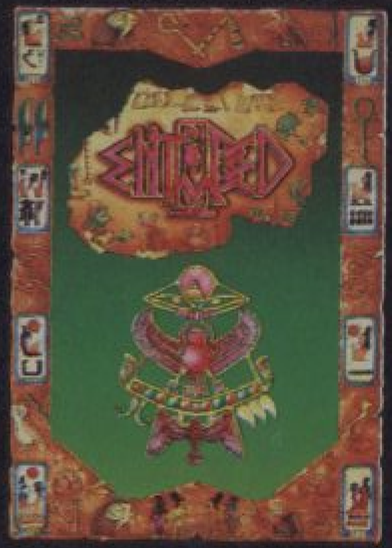
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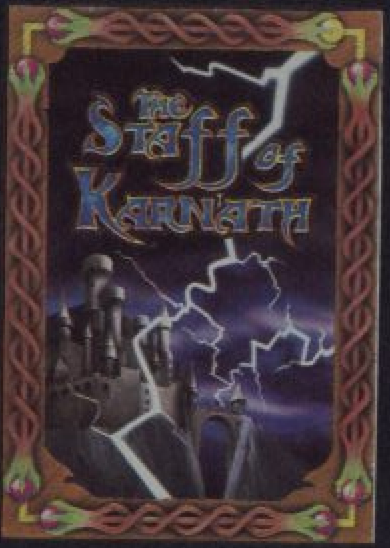
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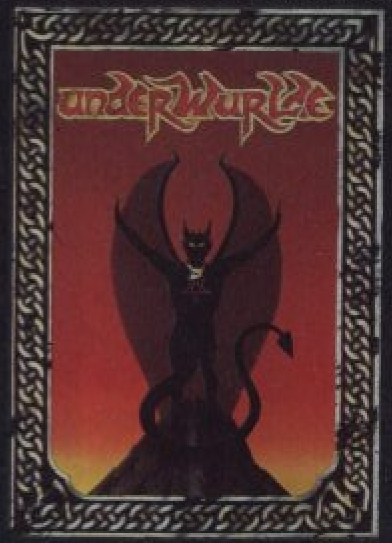
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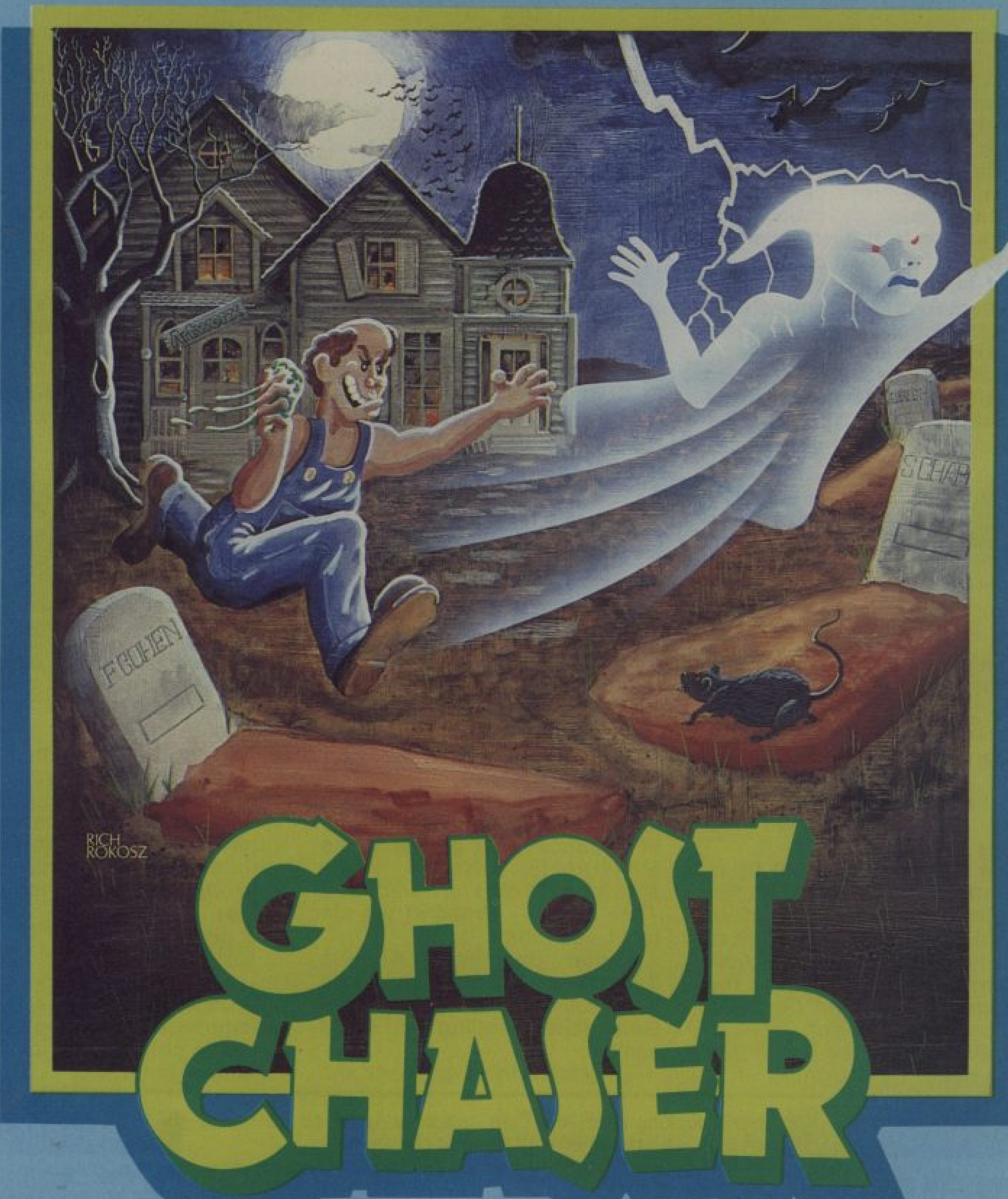
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THE PRICE IS RIGHT

Buying computer games can be an expensive business. Some can cost anything up to £14.

To buy all the latest titles as they come onto the market would cost a small fortune. And that's beyond the pocket of most people.

So it's no wonder that software companies have started producing a range of games costing no more than a couple of pounds.

Unfortunately, besides being cheap, some were very nasty and a waste of money. It seemed far better to save up and buy a top price game.

But such is the potential of the market that the quality of the games has improved while the prices have been kept low.

So *Computer & Video Games* thought it would be worthwhile to take a look at some of the current budget games on the market from software houses.

Firebird, British Telecom's software company, is now in the process of updating its Silver catalogue which was launched in October 1984 with great success, with all the games selling for £2.50.

Star of the original 20 titles was undoubtedly *Booty* on the Spectrum 48k and Commodore 64 which, claims Firebird, has sales now in excess of 100,000. It's now being converted to the Amstrad and should be available by late summer.

In *Booty*, Jim the cabin boy faces death by drowning or at the hands of the Ghost Pirate as he searches through the hold of the Black Galleon in search of treasure.

Another favourite is *Gogo the Ghost* on the Commodore 64 which has, believe it or not, 150 frames of haunted happenings.

New games shortly to be introduced into the Silver range are *Microcosm* for the BBC B, *Subsink* for the Commodore 64 and *Don't Panic* for the 16k and 48k Spectrum.

Mastertronic, formed in April 1984, now claims to be the brand leader in budget games — its extensive range sells for just £1.99 each.

In its first 12 months of trading, Mastertronic says it has audited figures of sales for two million games.

New developments for 1985 in the £1.99 range include two semi-educational games in its Mistertronic titles — *Make Music with Mistertronic* and *Type Rope* — aimed at the six to 11 age range.

Earlier this year, Atlantis Software launched three games under its new Atlantis Gold label, selling at £2.99 each.

They were the *Dungeons and Dragons*-style Adventure *Velnor's Lair* for the Commodore 64 and *Nicotine Nightmare* and *Self Destruct*, both on the Spectrum 48k.

The last two have proved so popular that Atlantis is in the process of converting them for the Amstrad — a move which again points to the growing popularity of the machine.

Mike Cole, of Atlantis, says: "We believe in the Amstrad as the next thing to come. It's a lovely machine. We will be supporting it."

Being launched this spring is The Sparkler range of games from Creative Sparks at £2.50.

Sandy Mackenzie, of Creative Sparks, says: "There is a a need to supply good quality software at prices affordable to kids".

The company's decision to produce cheap software was prompted to a great extent by the large number of excellent games sent in by amateur writers.

"By promoting games in the budget range," says Sandy, "we are opening the industry to new talent, and also serving the interest of games buyers by publishing good games at reasonable prices. After all, low prices doesn't have to mean low quality."

So it seems that pocket-money power is being recognised at last and computer star wars could soon become computer price wars.

About time, too!

TASKMASTER

MACHINE: CBM 64
SUPPLIER: Creative Sparks
PRICE: £2.50

Dare you meet the challenge of seven deadly tasks?

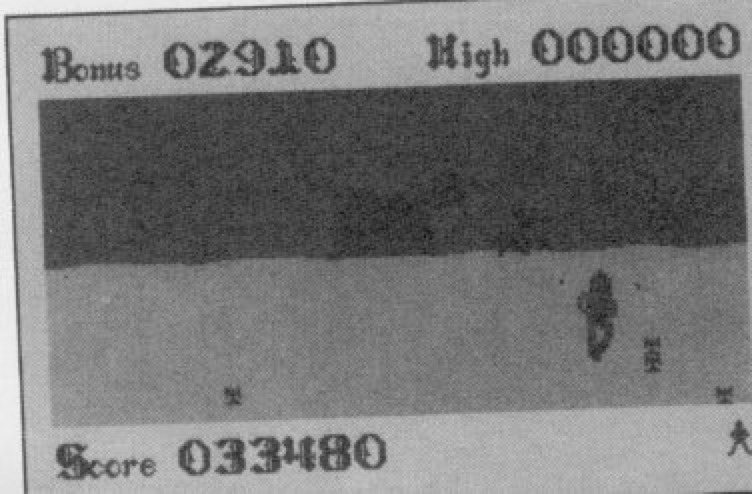
The prize is great — the hand in marriage of the king's daughter.

But first you must rid his land of the cruel hordes of vandals and murderers who terrorise it.

With each task there is a new challenge — either fighting off zombies, wicked wizards, devil worshippers or blood-sucking bats. And then there is the ultimate challenge — the Cast of the Birdmen.

Taskmaster — part of Creative Sparks' new Sparkler range — is an all action Adventure with great graphics, good sound and a real challenge.

• Graphics	9
• Sound	8
• Value	10
• Playability	10



BMX RACERS

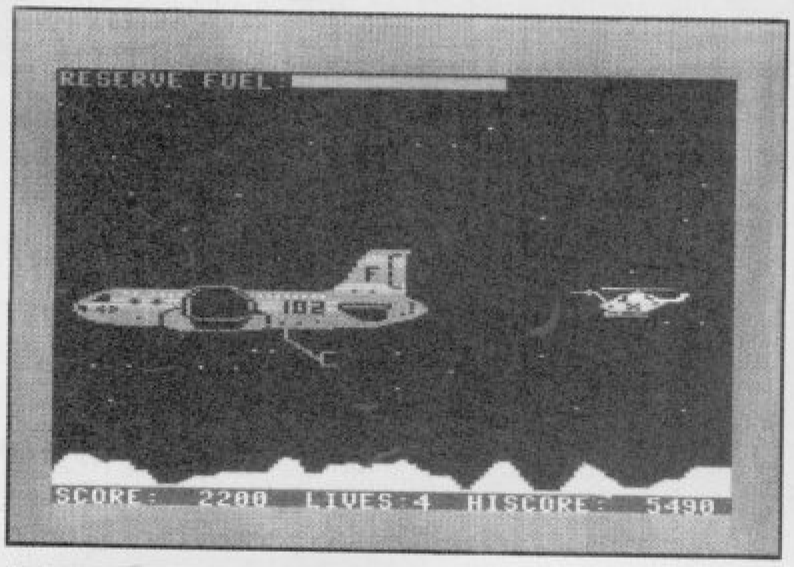
MACHINE: CBM 16
SUPPLIER: Mastertronic
PRICE: £1.99

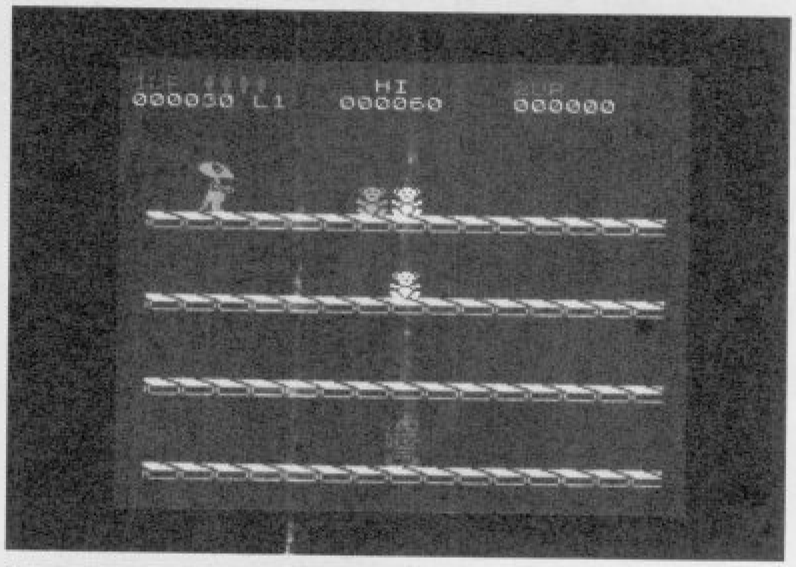
On your bike for the Mastertronic Gold Cup.

Pedal power takes you over five hazardous and energy-sapping courses in this fast and gruelling test of bicycle skills.

A standard race game for a nice price.

• Graphics	5
• Sound	4
• Value	7
• Playability	7





CHOPPER

MACHINE: CBM 64
SUPPLIER: Creative Sparks
PRICE: £2.50

Helicopter games seem to be all the rage at the moment.

Chopper is another variation on a well-known theme. This time you are the commander of the latest and deadliest helicopter gunship.

Your mission is to destroy the enemy base set in the side of a seemingly impregnable cliff.

But first the helicopter has to run the gauntlet of enemy planes, helicopters and secret flying weapons.

• Graphics	8
• Sound	8
• Value	8
• Playability	9

QUACKSHOT

MACHINE: Spectrum
SUPPLIER: Creative Sparks
PRICE: £2.50

Everything has gone quackers at the Acme clockwork toy factory.

All is peaceful for the nightwatchman until the toys — led by large yellow ducks — stage a rebellion.

Armed with a stun gun and duckbuster bombs the nightwatchman has to shoot and blast his way out of trouble.

The nightwatchman also has to collect keys to open doors to various levels of the factory and hunt down the wacky-windups as they rampage over 16 screens of action.

Watch the feathers fly!

• Graphics	7
• Sound	5
• Value	8
• Playability	8

FINDERS KEEPERS

MACHINE: MSX
SUPPLIER: Mastertronic
PRICE: £1.99

Computer & Video Games gave this a star game rating when the Spectrum version was reviewed in April's issue. And the same applies to the MSX version.

It features Magic Knight who is sent to get a birthday gift for a princess in the Castle of Spriteland which is packed with treasure — and energy draining monsters.

There are mazes and puzzles to be solved in this game which combines platform action with a touch of adventure.

There are two ways of winning — collect as much treasure as possible and escape the castle or collect enough treasure to please the king and his daughter.

A hit.

• Graphics	9
• Sound	9
• Value	10
• Playability	10



FOURTH ENCOUNTER

MACHINE: Vic-20 + 8k
SUPPLIER: Creative Sparks
PRICE: £2.50

The future of the human race is in YOUR hands. It's a do or die fight to beat off wave after wave of ferocious aliens as they swoop down from the sky.

High scores are vital to gain extra lives to carry on the battle. Fast and furious action.

• Graphics	6
• Sound	6
• Value	7
• Playability	7

PLUG IT

MACHINE: CBM 64
SUPPLIER: Scorpio Gamesworld
PRICE: £1.99

Sixteen screens of arcade action in which you must plug a gap at the bottom of the screen before a giant drops bombs to blow the bungs away. Lose the game and green gunge fills the screen.

Not the greatest graphics in the world but not bad for the price.

• Graphics	5
• Sound	5
• Value	7
• Playability	6

THE HELM

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

Have you the cunning, power and knowledge to crack the dark one's lair and discover the Helm of Immortality?

Find this fabled object and wrest it from the grasp of Lich and you will win the gift of immortality.

The Helm is an adventure text game in which you have to solve puzzles and perform certain tasks to solve this entertaining riddle.

You may need a long life — if not immortality — to solve this.

• Graphics	7
• Sound	6
• Value	8
• Playability	7

DON'T PANIC

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

Load a space cargo vessel with items scattered around a multi-level loading bay using a droid.

An easy task until it comes face to face with the monster of the bay who happens to feel a little peckish. To complicate matters some of the cargo has been contaminated with a deadly toxin.

But don't panic! You can beat these deadly foes with your decontamination laser.

• Graphics	6
• Sound	3
• Value	9
• Playability	8

JALOPIES

MACHINE: CBM 64
SUPPLIER: Scorpio Gamesworld
PRICE: £1.99

Hello, Jim, gotta new motor? That's Junkyard Jim's aim in life — to earn money by putting old wrecks together and selling them as cars.

But the rust monster and time bombs do not make Jim's job all that easy.

• Graphics	6
• Sound	6
• Value	5
• Playability	6

CHICKIN' CHASE

MACHINE: CBM 64
SUPPLIER: Firebird
PRICE: £2.50

Sacre bleu! It's a tough job ruling the roost in *Chickin' Chase*.

The cockerel must defend the chicken house against hungry enemies, including hedgehogs, rats and stoats, who are looking for eggs and chicks to eat.

And if he fails in his tasks, he ends up hen-pecked.

A great game when the feathers fly. But don't get egg on your face.

- Graphics 8
- Sound 6
- Value 8
- Playability 8

SUBSINK

MACHINE: CBM 64
SUPPLIER: Firebird
PRICE £2.50

Condemned to Davy Jones's Locker: trapped in a stranded nuclear sub, your only hope of rescue is if you find out how to send a distress signal.

Subsink is a text adventure with graphics which will test your powers of logical thinking.

A nice teaser which will have you well and truly scuppered.

- Graphics 5
- Sound 5
- Value 7
- Playability 8

HELICHOPPER

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

It could turn out to be mission impossible. Your task is to rescue the clones from the swamp using an armed helicopter with an unlimited supply of bombs.

But beware of the heat seeking Dollopoids.

- Graphics 7
- Sound 5
- Value 9
- Playability 7

SKYJET

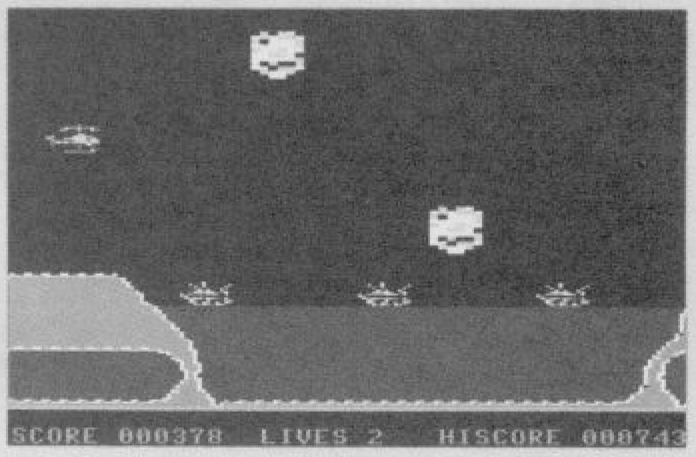
MACHINE: CBM 64
SUPPLIER: Mastertronic
PRICE: £1.99

Danger is all around in Mastertronic's explosive *Skyjet*.

A helicopter pilot has to brave a constant barrage from tanks and jets to transfer supplies to safe bases. At the same time submarines carry enemy reinforcements and must be destroyed.

Great fun, good graphics, nice and noisy — that sums up *Skyjet*. A real bargain.

- Graphics 8
- Sound 8
- Value 9
- Playability 9



NICOTINE NIGHTMARE

MACHINE: Spectrum
SUPPLIER: Atlantis
PRICE: £2.99

Save the world from the evil weed — tobacco, that is.

Your task is to break into the cigarette factory and work your way through the various departments switching off the production lines and bringing the factory to a halt.

An arcade adventure that's a bit of a wheeze. Soon to be released for the Amstrad.

- Graphics 6
- Sound 5
- Value 7
- Playability 7

DON'T BUY THIS

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

Don't Buy This claims to be a collection of the five worst games ever. We believe it.

Firebird proudly boasts: "This is the beginning of the end of games as we know them."

Game titles are *Race Ace, Fido 1, Weasel Willy, Fido 2* and *Fruit Machine*.

It's hard to rate games that are publicised as being bad. But they are good for a laugh. Perhaps it's the start of a new cult.

As Firebird warns: "Approach this tape with caution."

SHORT'S FUSE

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

The evil Boris is holding the world to ransom . . . by planting multi-detonator bombs in the capital cities of the world.

But Sam Short is out to defuse them or get blown up. And when one city is cleared, Sam is off to help out another beleaguered capital.

But is this really a good subject for fun and games? Terrorism for entertainment! *Short's Fuse* is a cheap *and* nasty game.

- Graphics 8
- Sound 5
- Value 6
- Playability 6

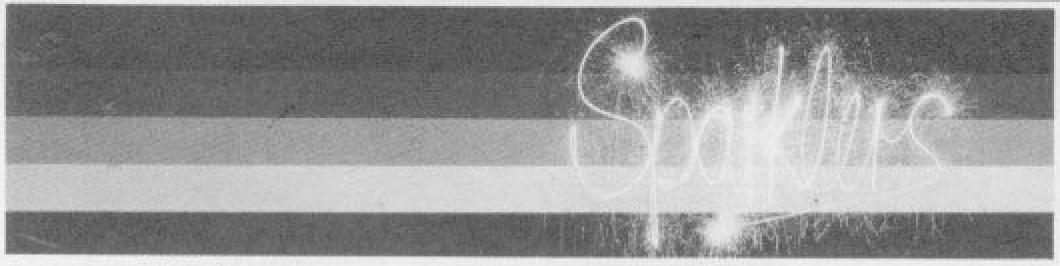
SELF DESTRUCT

MACHINE: Spectrum
SUPPLIER: Atlantis
PRICE: £2.99

Your manned station develops a serious radiation leak. The order to evacuate is given and the station's self-destruct mechanism is set.

But your space suit is still in the control room and the race is on to see if you can get to it before the big bang.

- Graphics 7
- Sound 5
- Value 7
- Playability 7



Put a sparkler into your computer — with the help of *Computer & Video Games* and Creative Sparks.

We've got 40 of the latest pocket-money priced Sparkler priced games and you could win by entering our simple competition.

The titles are *Taskmaster* (CBM 64), *Chopper* (CBM 64), *Quackshot* (Spectrum 48k and *Fourth Encounter* (Vic 20 + 8k).

All you have to do is to make the most number of words you can from Sparkler. But each letter can only be used once.

Send your answers together with the attached coupon to Sparkler Competition, *Computer & Video Games*, 30-32 Farringdon Lane, London EC1 3AV. The closing date for entries is August 16 and the editor's decision is final.

And don't forget to tick the box to indicate which computer you have.

C&VG/SPARKLER COMPETITION
(Please attach this coupon to your entry)

Name..

Address..

....

....

Please tick the appropriate box for your type of computer.

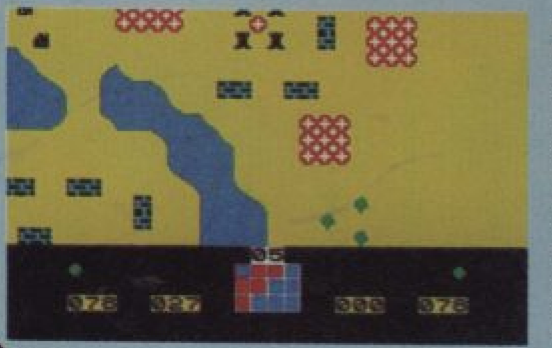
CBM 64 ☐ Spectrum 48k ☐ Vic 20 + 8k ☐

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LOTHLORIEN 5***** GAME



Brilliant action-packed war game with outstanding features. For two players. Can be networked across two Spectrums. Microdrive compatible. Action replay. Battle over twelve screens. Levels of play. Frenzied action-to-the-death. Well worth the 5star status accorded by Sinclair User.

WITCH SWITCH CB64 £8.95
'Sheer Magical Brilliance'

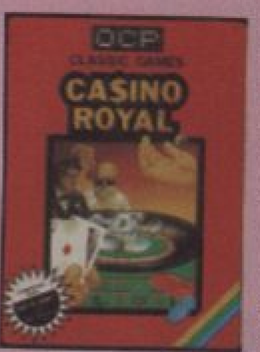
from English Software.

Monkeys, swamps, magic powers, leprachauns, cats on broomsticks, deadly ravens, poisonous lakes, dark forests, erupting volcanoes. Fascinating look forward to end screen feature. Great music, graphics. Go buy it – the family will love you for it.



CASINO ROYAL SP. 48K £5.95
VIDEO POOL SP. 48K£5.95

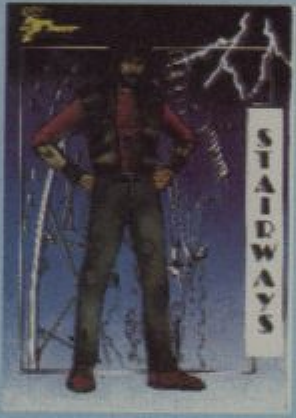




Classic games from OCP
CASINO ROYAL for Roulette and Pontoon. Realistic with Currah Microspeech. Microdrive compatible. Excellent graphics and game play. Well worth considering. CRASH May '85.
VIDEO POOL. Probably the best (snooker) of the lot CRASH May '85. Accurate angles, flicker free, edit mode and variation game play.
Should be in every Spectrum library.

STAIRWAYS CB64 £8.95
THOR

Rock'N'Roll, Bouncers and Booze
The night club is in full swing, the band is belting out some fantastic rock'n'roll, the music is really great. Now there's some action on the dance floor. But if you're trying to leap glasses to avoid the evil bouncer, you've got to watch your energy level; and another table shows your hunger level. There are of course, sober/drunk scales; it is important to keep drinking as the bubbles are helpful in warding off an impossible attack of flying boots.
The overall effect is an immensely amusing game that should do well in the charts. Totally original amd completely entertaining. You have to be quick to accomplish the game before your energy runs out and is, as a consequence very addictive.



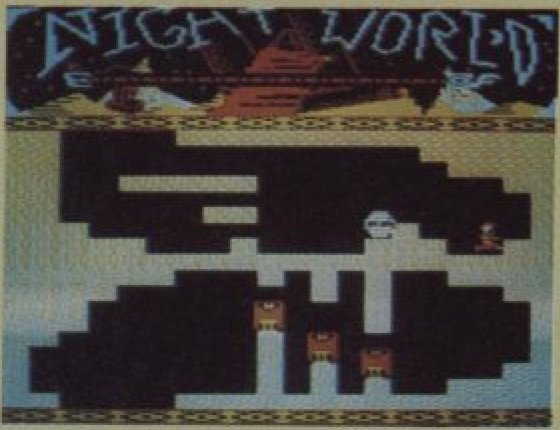


CHUCKIE EGG

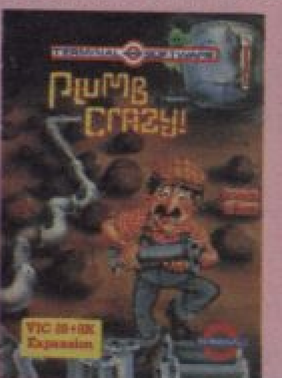
Following on its success on the BBC, Spectrum, Dragon, CM64, A'N'F have completed the conversion of the classic arcade game onto the Amstrad (£7.90) and Atari (£6.90) micro's. Now even more users can enjoy **"Chuckie Egg."**
Popular Computing Weekly **"Destined to become a Spectrum Classic."** (They were right!!)

NIGHT WORLD BBC/ELECTRON £7.95
ALLIGATA

A chilling arcade adventure in search of the golden fleece. A nerve tingling exploration of secret passages and the unknown terror of the cavernous underworld where the demon lord rules. A fearsome encounter with the devil's curse that changes your very being from human to gargoyle at a moments instant.



PLUMB CRAZY VIC 20 & 8K £6.95
TERMINAL SOFTWARE



There is a crisis: and dapper George your favourite plumber is the man to solve it. Or is he? There's no doubt that he's got the skills, but has he got the nerve and speed. This is the problem: a water tank is about to blow up with disastrous consequences, but the day can be saved by George the Plumber if he can only lay a pipeline to the stricken tank and join up its escape valve to the new pipe.
Wait a minute! What's that menacing green thing slithering down towards you?

- ★ 100% Machine code action
- ★ Hi-res graphics
- ★ Full colour – sound effects Hi-score features
- ★ 5 levels and 9 phases of progressive play
- ★ Plumb with joystick or keyboard
- ★ Term load fast loader.

MAYHEM MSX £7.95
It's fun all the way with Mr. Micro's Mayhem.

Beserk Droids, escaping Blibbles, wounding wafoids – no wonder the starship captain is going to round up this lot. A great game to delight the entire family. One of the best yet for the MSX. Neat tunes and very smooth graphics.



Dealers: Launchpad Software is available on full S.O.R. through R & R Games; Greyound; Twang; Wayfarer; Limetree; Pcs Ireland and other distributors. Please contact GOLDTAPE LT PO BOX 130 DERBY TEL 0332 518940 IF YOU HAVE ANY DIFFICULTY.



THE ROCKY HORROR SHOW

COMPETITION

Let's do the Timewarp again and step backwards, forwards and sideways in the weird world of The Rocky Horror Show!

Fans of this cult rock opera won't want to miss out on our great Rocky Competition because the first prize is extremely special. Thanks to CRL, we've got our hands on a very rare copy of *The Rocky Horror Show Audience Participation* double album. It's got all the catchy little numbers from the show on it — plus the correct responses from an audience full of Rocky fans. Strange — but there's nothing quite as strange as a Horror Show fan anyhow!

The first prize winner will be able to join in with all those weird people who dress up in Rocky gear and perform their very own version of the show. He or she will get the exclusive shrink wrapped double album, plus a CRL Rocky Horror Show t-shirt and a copy of the game for the C64, Spectrum or Amstrad. Twenty runners-up will get a copy of *The Rocky Horror Show*, CRL's latest hit game.

To win, all you have to do is be a fan of The Rocky Horror Show — because then you'll be able to answer the Rocky quiz below.

Once you've done that, rush your entry form to *Computer & Video Games*, Rocky Horror Show Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is July 16th and normal *C&VG* rules apply. The editor's — and Rocky's — decision is final!

THE QUESTIONS

1. Who invented the *Rocky Horror Show?*
2. What are the FULL names of the hero and heroine?
3. The world famous Time Warp dance song goes like this: "It's just a jump to the . . . and just a step to the . . ." Fill in the blanks!
4. Frankie says: "It isn't easy having a . . ." Having a what?

C&VG/CRL ROCKY HORROR SHOW COMPETITION

Name..

Address.......................................

....

My answers are:

1..

2..

3..

4..

I own a C64 ☐ Spectrum ☐ Amstrad ☐ (tick box)

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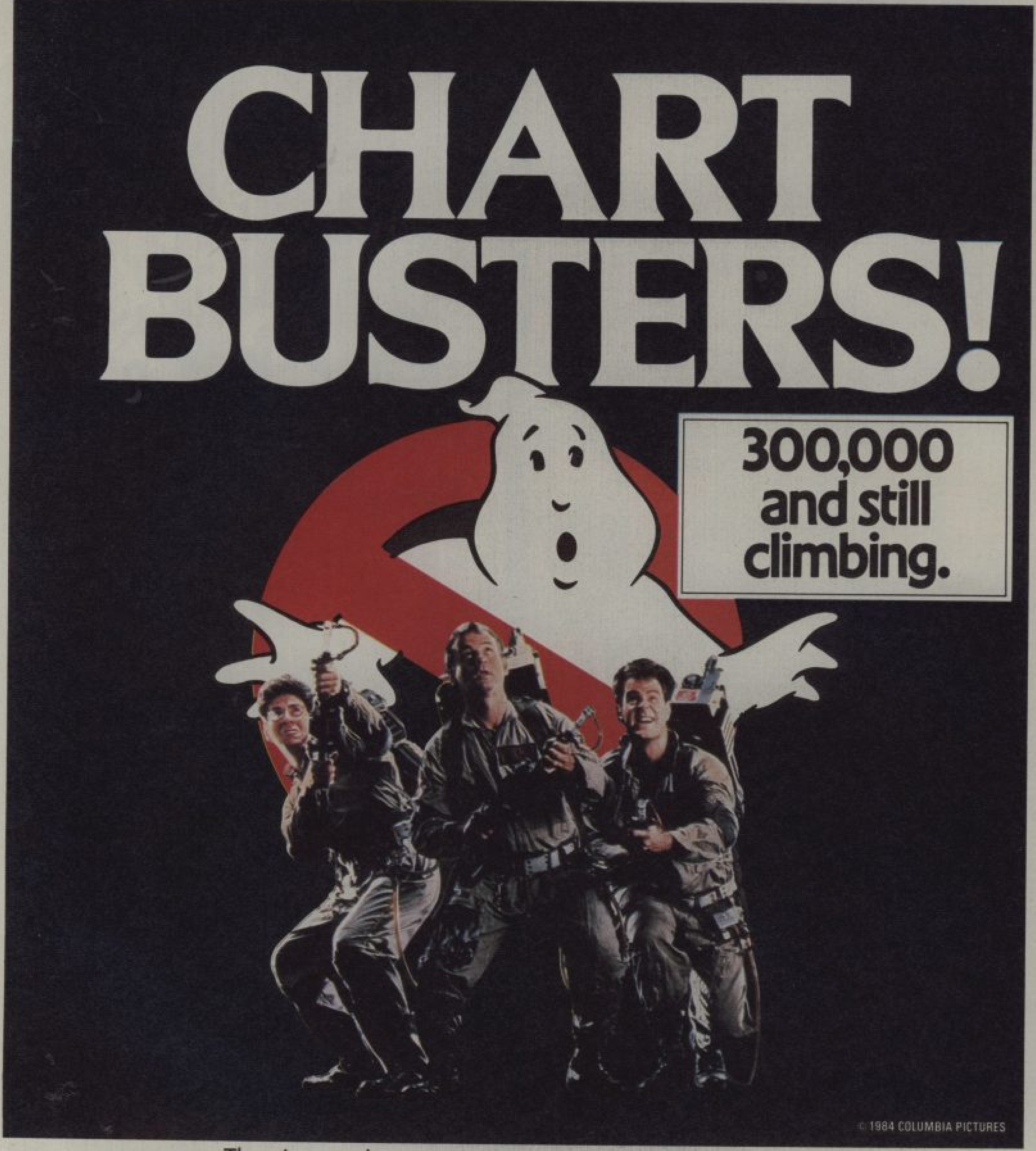
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ADS ADD EXTRA VALUE

Dear *C&VG*,
In reply to A Haynes's letter in your February issue, I personally find the adverts an essential and most enjoyable aspect of your exceptional magazine. Being a devoted Commodore 64 fanatic, I find most of the glossy full page adverts from renowned software houses like US Gold and Micro Power a rather splendid buzz, especially when they show a couple of screen shots as well. Oh yes, and who is the artist for Talent software? That hollow skull on page 145 of your January issue is really fantastic — do you know if Talent possibly produce posters of the same thing?

Anyway, just one point I'd like to make before I finish and that is this . . . Why, why, why, do you REFUSE to number all your glorious pages? In Jan's issue, 98 pages (that's 59.5%) of the magazine was left devoid of a page number! Well, who gives a damn anyway!

Oh yes, and a message to all you budding pirates out there. I personally (and a great many other respectable computer fanatics as well no doubt) feel that a cheap, second rate copy of a classic piece of software is NOTHING to be proud of!

There's nothing wrong with making copies of your expensive games, as long as you have the original as well, using the back-up copy only, so your tape recorder can wear the hell out of the copy instead of the original. You'll be cutting your own throats if you continue to copy (or rather steal) someone else's hard work.
Steward Wood
Hamilton
New Zealand.

Editor's reply: Thanks for the high praise, Stewart. As for page numbers — like you say — who needs them! Seriously, sometimes the design of the page makes it impossible to squeeze a number on, strange as it may seem. We don't know about Talent's artist — but agree about the artwork.

GET RID OF ALL THE ADS!

Dear *C&VG*,
For the sake of mankind I decided to write and complain about all those stupid adverts you show. When I spend my 95p on *C&VG*, I want some computing techniques — not ads.

If I was running this mag, I would do the following:- 1. Sack Tim Metcalfe. 2. Give Robert Schifreen an extra two pages for *Bughunter*. 3. Destroy all ads that come within 50 yards of the magazine. 4. Bring back the *Bugs*. 5. Bring back the Top 40. 6. Put the Bugs back on the top of *Mailbag*. 7. Bring the price down to 85p.

If you follow these instructions, you will have the best mag in the world.
S Matthews
Southampton

Editors' reply: Well, Mr Matthews, you've certainly given us a lot to think about. Tim is being reprogrammed even as I write! The *C&VG* charts page is back in this issue — the *Bugs* may be back at Christmas for a special guest appearance. We can't destroy the ads as they help make this magazine economically possible. And we like to think we already have the best mag — 95,000 readers each month can't be wrong.

UNFAIR ON THE FAIR SEX?

Dear *C&VG*,
I felt I had to write to say that I agree with Sandra Saunder's statement that women should be encouraged to use computers. Many people seem to think that computers are intended for boys rather than girls and find it strange that some girls might prefer alien zapping to reading romantic stories!

There have been campaigns to encourage girls to think of engineering and building as careers, so why not a campaign to interest more girls in computers? I have had a TI-99/4A for two years which I enjoy using both for playing games and for programs.

Thanks for your great support of the TI and well done for producing a fantastic magazine at such an unbeatable price!
Louise West
Hereford

WHY NOT THE RIGHT SHOT?

Dear *C&VG*,
Over the last year or so, more software houses have started putting screen pictures of their game on the inlay cards which is good because it gives you some idea of what the game is like. BUT, why do some games have the screen picture of another computer's version? The Spectrum version of *Bruce Lee* shows a screen from the Commodore version. Also the Commodore version of *Gremlins* shows the screen picture from the Spectrum version.
Adrian Matthews
Wolverhampton.

Editor's reply: Packaging is a funny thing, Adrian — but there is nothing sinister about it. More than likely the first version of the game ready to roll is used for screen shots for the cassette inlays which — like magazines — have to be printed well in advance.

GAMES WITH MAGNETIC APPEAL

Dear *C&VG*,
Why don't one of those big computer firms invent a program reader to magnetically pick up the listing from magazines such as yours. If your listings were magnetized, as numbers on cheques are, then, when the magnetic reader is passed over the listing line by line, the program could be quickly picked up. Otherwise somebody doggedly types in the program, spending hours over it, only to find the program not to their interest or full of bugs. I think this invention would be gratefully appreciated by computer nuts.
David Lee
Tyne & Wear

Editor's reply: So would we!

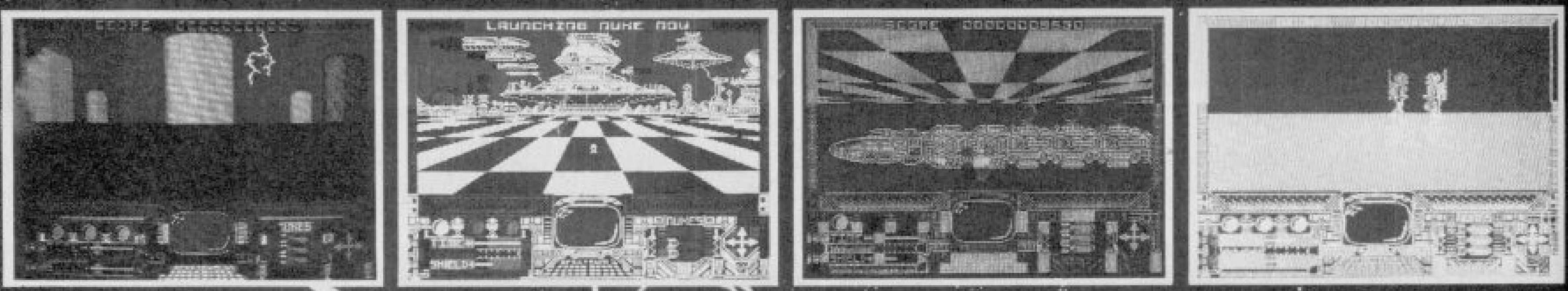
COMMODORE GAMES "UNPLAYABLE"?

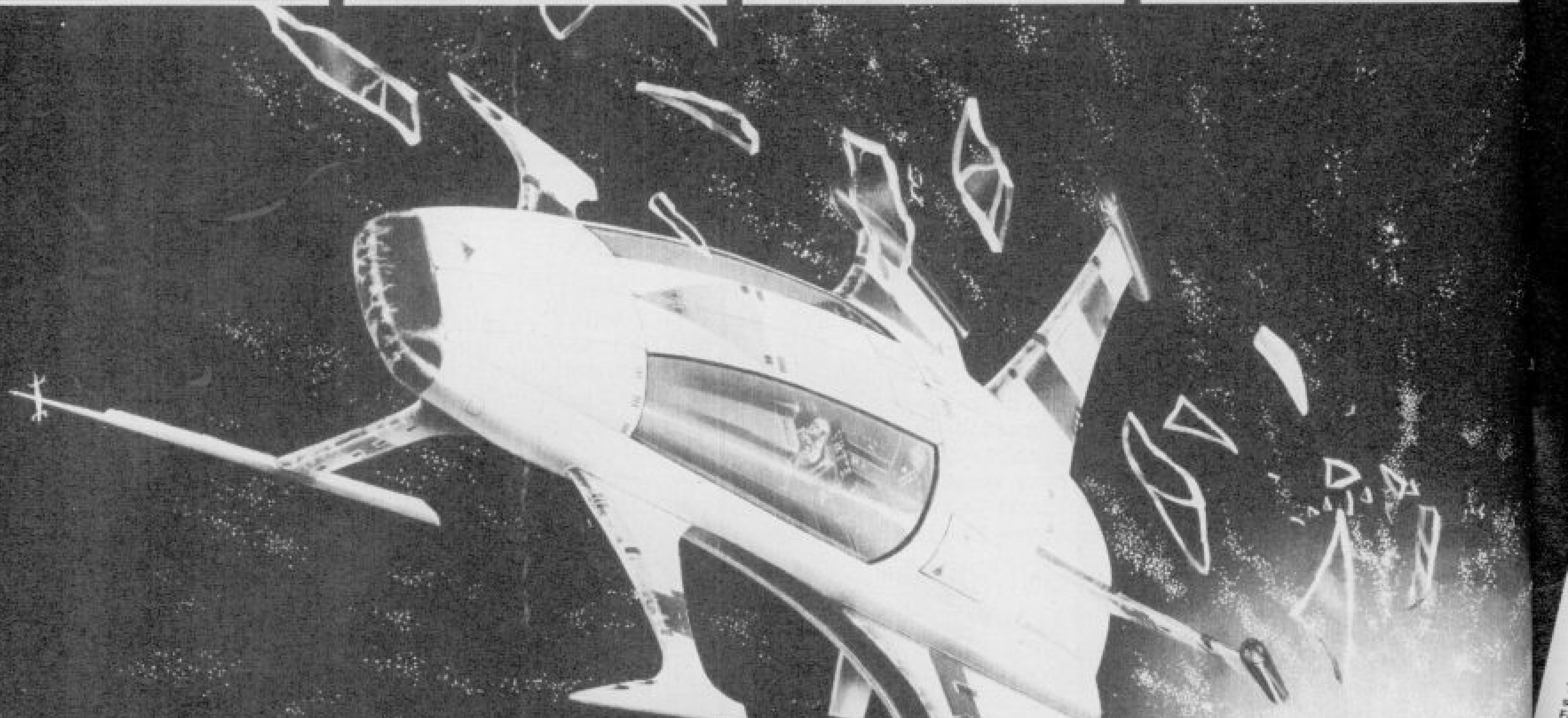
Dear *C&VG*,
Having owned an Atari 400 since 1982, I decided recently to buy a Commodore 64.

What has struck me is the sheer unplayability of the few games which I now have for the CBM 64. Of the five I own, only one is playable enough to hold my attention.

But of the 23 Atari games I have, only two are in the impossible-to-get-going league.

Have I been unlucky with my choice of Commodore games?
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JET SET WILLY II
THE FINAL FRONTIER

Recovering in hospital from a severe fall down stairs, Willy called in the builders. He thought it odd that they had green skin, but needing the work done in a hurry he asked them to remove the offending edges from his stairs. Trouble was, they did more work than asked, adding rooms to his mansion. Maria is demanding that Willy clears up the mess and he hasn't even found all the rooms yet. Who were these strange people? Why did they need to add a Rocket Room.
Patience and stamina is required to explore the extended house and NASA's "Guide to Simple Space Travel" is recommended reading for those foolhardy enough to help Willy clear the mess.

CBM 64 ______ £ 8.95
Spectrum ______ £ 6.95
MSX ______ £ 8.95



BINKY

The phone rings in the offices of Binky and Sons, Painters and Decorators. It is quickly picked up by Binky. "Hello can I help you?", a voice at the other end of the phone explains he has need of Binky's service.
A 21 storey building in the city needs the floors painting. It seems that this job has been given to other companies in the city, but shortly after starting the job they quit without explanation, other than saying it wasn't safe in there. Binky accepts the job and ALL its hazards.

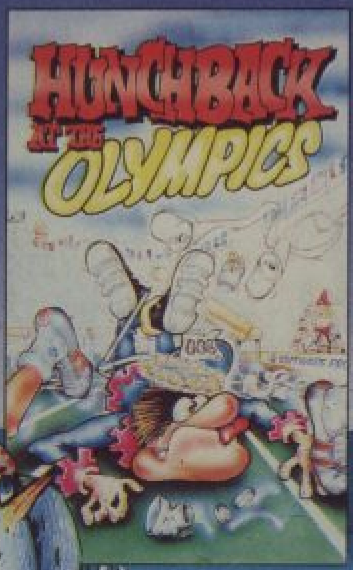
Amstrad ______ £5.95



HUNCHBACK AT THE OLYMPICS

Can you help Quasimodo win the respect and admiration of his sweetheart Exmereida by "Going for Gold" In the Olympics. He has to compete in several events, all of which need quick thinking and agility. Watch as he races against the clock in both the 100 metres dash and the hurdles, see his dexterity with the Javelin, discus and shot put. Look at the grace-ful way he travels through the air in the long jump and high jump events. Will he earn the praise and adoration of the excited crowd as well as Exmereida or the boo's and jeers of an exceedingly disappointed gathering. Only you can decide as you help Quasimodo in these exciting track and field events.

CBM 64 ______ £ 5.95



NUTCRAKA

In this graphically superb game you take the role of Cyril the Squirrel, who is in constant search of food. Guide him safely around the countryside collecting nuts ready for his winter hibernation. Once all the nuts have been collected you then go onto the next stage of the game. No as easy as it sounds. You must be aware of the roaming animals which wander the countryside, contact with any of these is fatal and do not forget the restrictive time limit for each stage of the game, so don't stay around any longer than necessary.
Scrolling action and large graphics make this a very enjoyable and playable game.

CBM 64 ______ £ 5.95
BBC ______ £ 5.95







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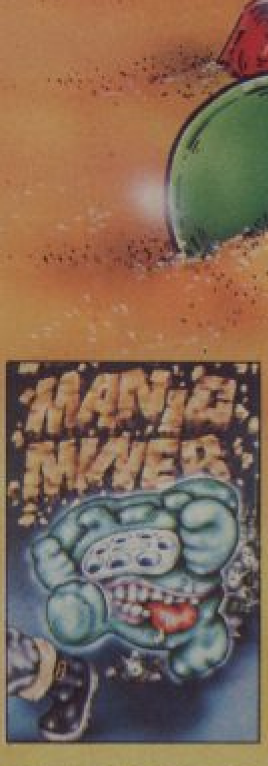
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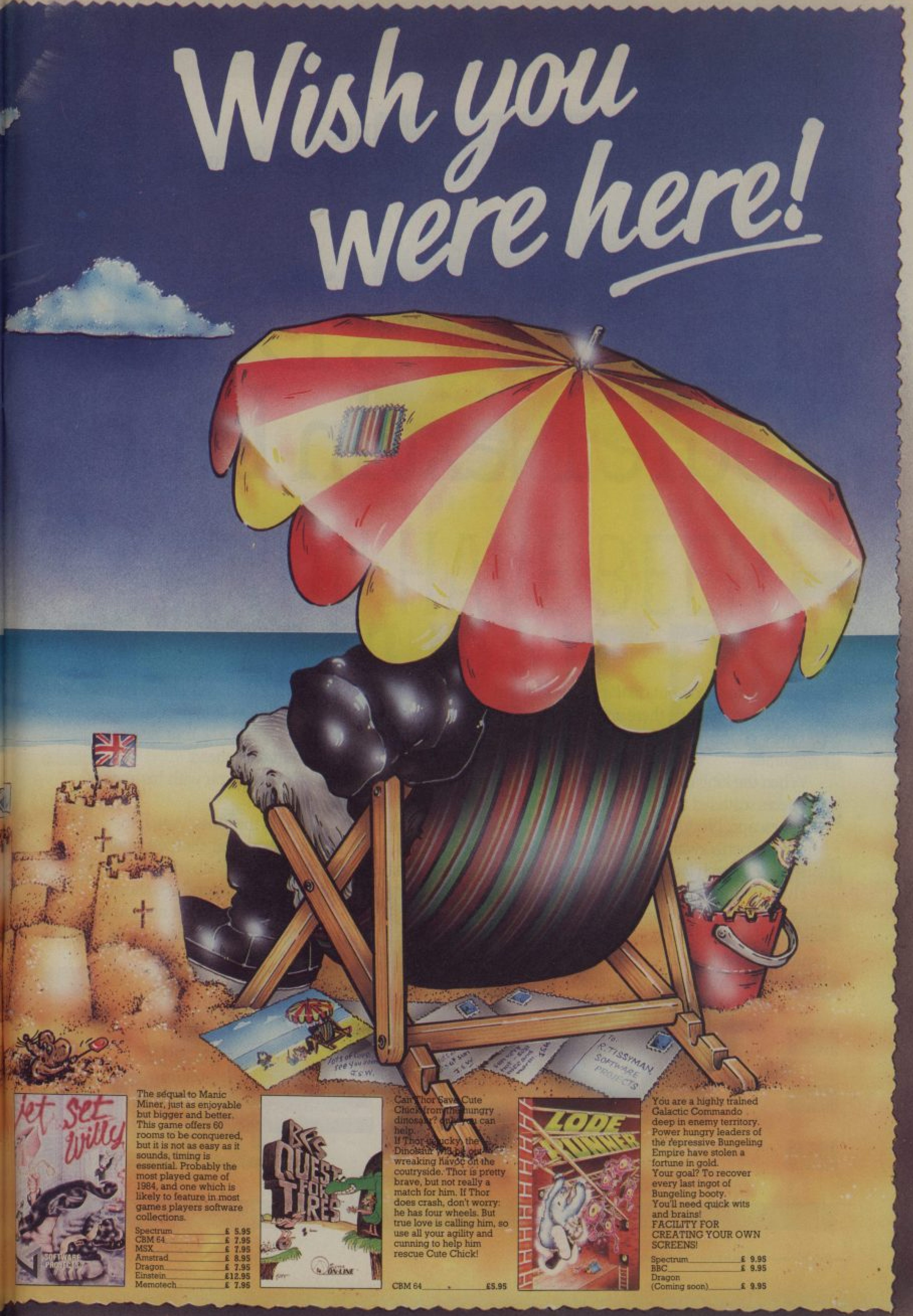
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The game that launched a thousand look alikes, but non can compare to the original 20 screen Manic Miner. Each screen is a seperate challenge which involves careful planning and calculation if you are to succeed. Sheer enjoyable frustration.

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CBM 64 ______ £ 7.95
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Wish you were here!
lots of love see you soon J.S.W.
To: R. TISSYMAN SOFTWARE PROJECTS
Jet Set Willy
SOFTWARE PROJECTS
The séqual to Manic Miner, just as enjoyable but bigger and better. This game offers 60 rooms to be conquered, but it is not as easy as it sounds, timing is essential. Probably the most played game of 1984, and one which is likely to feature in most games players software collections.
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If Thor the Dinosaur wreaking havoc on the coutryside. Thor is pretty brave, but not really a match for him. If Thor does crash, don't worry: he has four wheels. But true love is calling him, so use all your agility and cunning to help him rescue Cute Chick!
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You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold. Your goal? To recover every last ingot of Bungeling booty. You'll need quick wits and brains!
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Each genie will challenge you with his ancient, mystical trials.

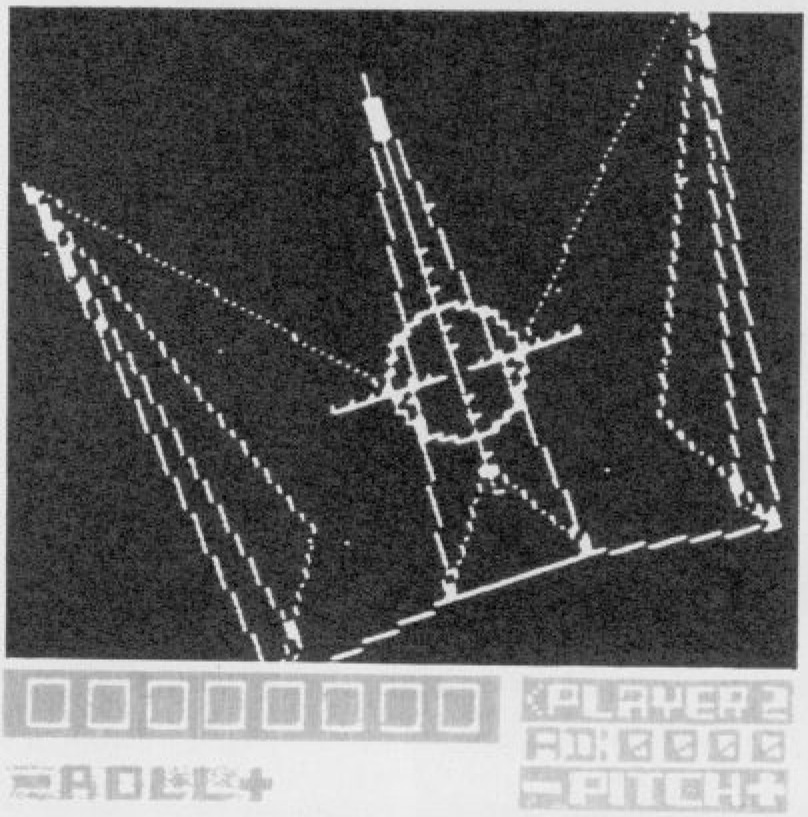
Concentrate. Listen to the tones. Watch the colors. Remember. Hone to their sharpest, your mental and physical reflexes. Each trial is harder. And the time to respond gets shorter.

The throne awaits, but not forever. The gong is struck, it tolls...



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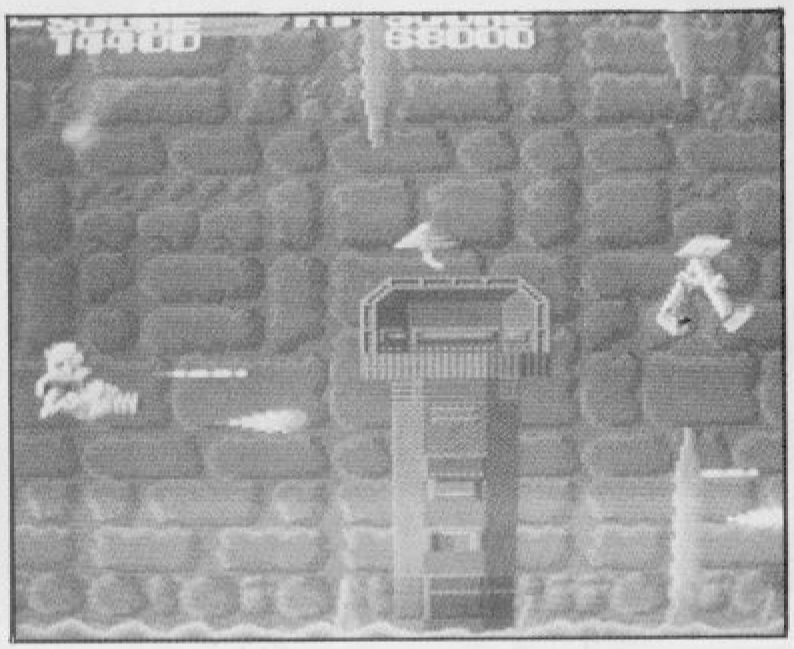
But far from resting on our laurels, C&VG is shaping up to meet the challenge of the future.

That's why your favourite magazine will soon be getting an exciting new look. Over the next few issues we'll unveil more of our plans. So if you don't want to be left behind, place a regular order for Computer & Video Games with your local newsagent.

YOU HAVE BEEN WARNED!

C+VG

OUT ON A LIMB



Imagine a planet where you have to collect together the scattered limbs from your torso before getting down to a spot of alien bashing.

That is basically the scenario of *Magmax*, a new game from the Japanese company Nichibutsu. On starting, you are equipped only with the torso of a robot, happily armed with a machine gun. Head, shoulders, arms and legs are all scattered throughout the various levels of the game and, once collected, you'll feel about seven feet tall!

The planet's landscape is totally flat and laid out in a series of well defined paths. The view actually looks more like a patchwork of fields seen from a great height.

Aliens tend to be hidden, and they are more of the robot type. The human element doesn't figure much in this game. Although they have to remain stationary, they are a lethal bunch moving up and down on the surface of the planet and can bring you to your knees — if you've got any — by spitting fast rolling balls on a collision course with you. These often travel in tight formation and, for the unwary, there is little escape.

When you stumble across a part of the robot — it is normally the head first and legs last — it becomes attached automatically. As the body is assembled, more weapons are added to your arsenal.

Once the robot is assembled, greater care should be taken as a hit from a rolling ball will instantly cost you a pair of legs and take you back to square one. It is not only the legs that go first — bird-like creatures will quite happily knock your block off, if given half the chance.

The game speeds up as you progress deeper into the planet's core via a series of lifts. The pace gets hectic, aliens are faster and more intelligent, resulting in a battle of wits.

HINTS and TIPS

Kung-Fu Master

King-Fu Master has proved a great success and, for those wishing to save Sylvia, here are some tips from Stephen Bryson and Brian Hill from London.

Floor One: Master Of Stick

Try to punch as much as possible as this will double points for any trainees hit. To get past Master Of Sticks, jump into him while he still has the stick behind his back and punch once then move forward and repeat until he falls.

Floor Two: Master of Boomerang

Kick baskets falling from ceiling. Yellow baskets contain fire-breathing dragons — if hit by flames, half the energy is lost. Green baskets contain snakes which crawl on the floor and take half your energy. Baskets which hover blow-up and any shrapnel which hits you takes half your energy. Wait until he throws the first boomerang, move toward him and kick at his feet.

Floor Three: Master of Brute Force

Only trainees, dwarves, and knifemen on this floor. To kill Master of Brute Force wait until he punches and kicks once each, then move in, duck and kick.

Fourth Floor: Wizards

To get past butterflies, walk straight on without stopping and jump over lowest hole before a butterfly emerges.

To kill the wizard wait until he throws his first bomb and then walk into him until he is driven back towards the stairs. Then duck and punch before he fires. If he creates another image then wait until one fires and then attack that wizard.

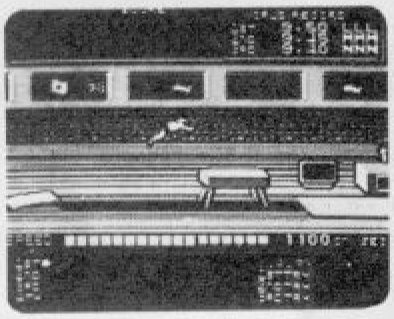
Floor Five: Head of Organisation X

Last Floor. Behind this man is your beloved Sylvia.

To kill the Master of Organisation X, you have to combine all moves because he blocks your punches and kicks. He jumps over your floor sweeps, but also kicks and punches back.

HYPER SPORTS

Beat the athletes at their own game. Cameron McDade from Wakefield in Yorkshire has come up with some tips for *Hyper Sports* which will put you amongst the medals.



Swimming:

If you can manage to tie with the computer controlled swimmer, you will be awarded 1,000 points!

Archery:

Try and score a "Nice" with every arrow. If you are successful, three apples should appear which can be shot for 1,000 bonus points apiece.

Skeet Shooting:

Shoot every skeet and wait for the flying ghost to appear. If it appears from the right, shoot it in the left hand sight and vice versa if it appears from the left. This will give you a perfect bonus score. A small bird will then fly across the screen. Shoot it as many times as possible and earn 1,000 points for each hit.

Long Horse:

Jump off the horse as normal, but tip the man onto his head. Let him fall and, as he bounces along the floor, the bird from the javelin bounces after him awarding bonus points.

Weight Lifting:

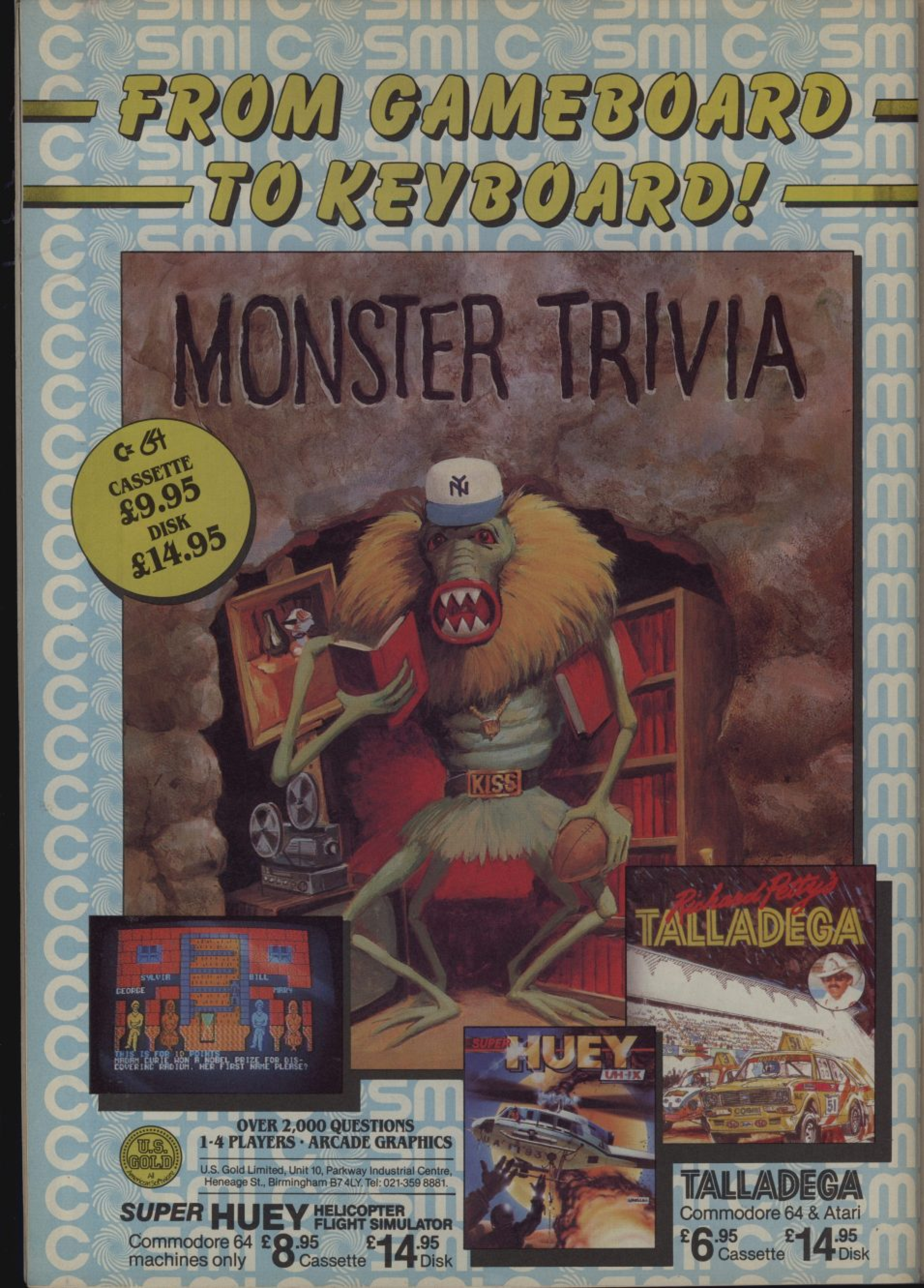
After you have successfully lifted a weight, your man will drop the barbell. Press both run buttons at the same time as it hits the ground. If your timing is correct, three girls will lift up a card with 1,000 on it — your bonus.

Pole Vault:

If you can clear the bar with your speed still at maximum — 1050cm/sec — a mole will dig his way out of the ground and award you with more bonus points.



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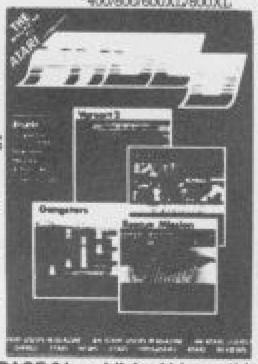
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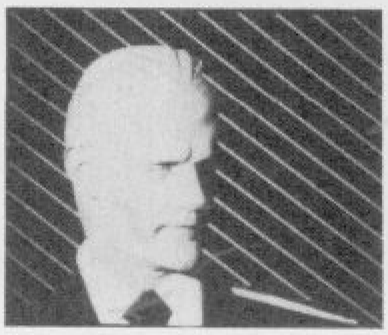
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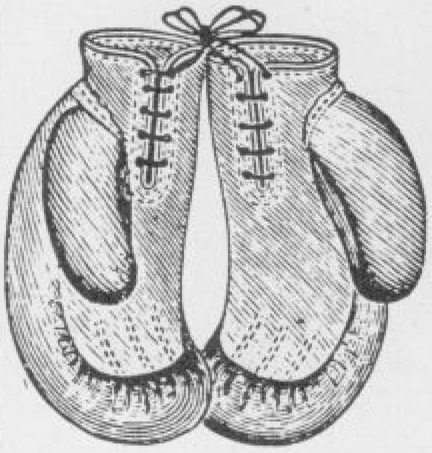
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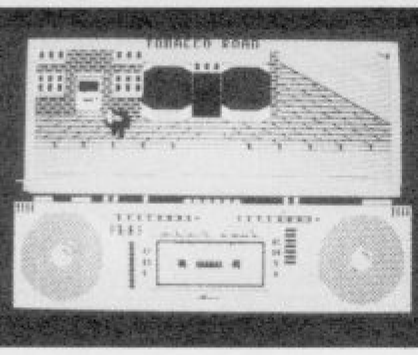
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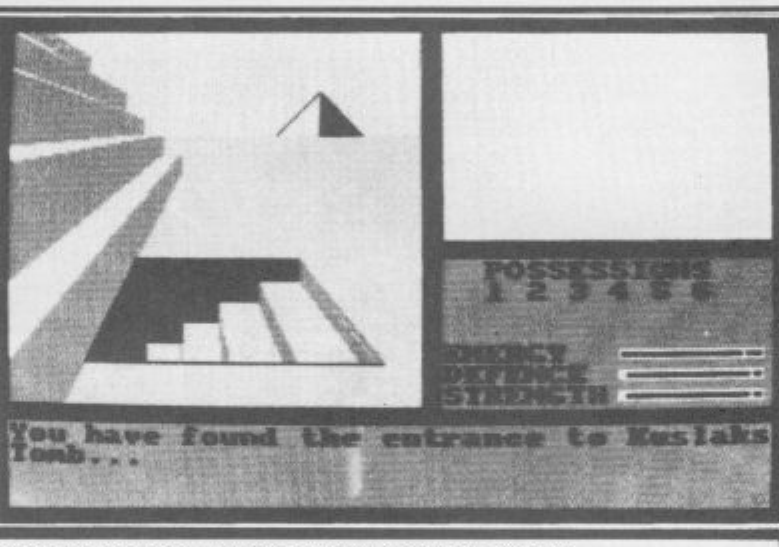
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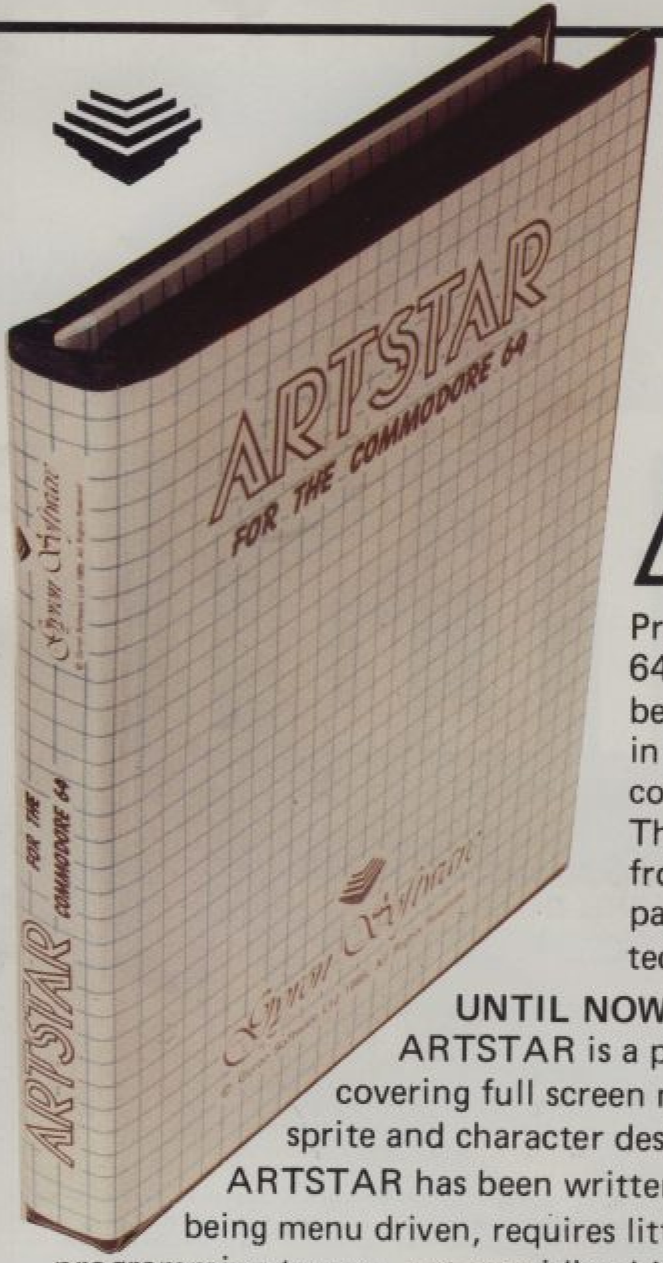
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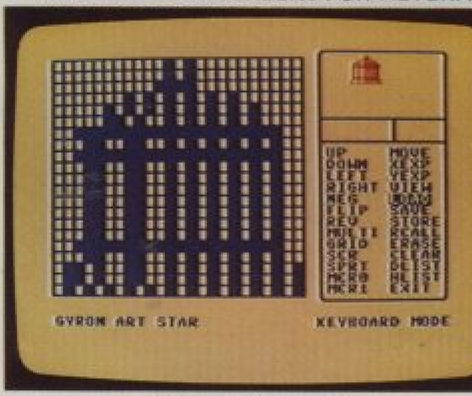
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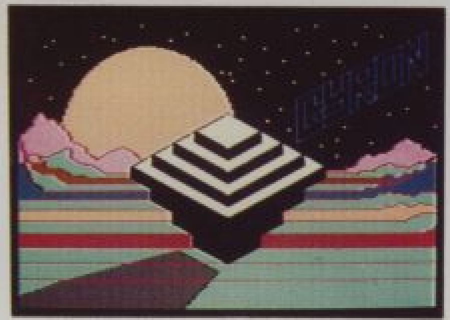
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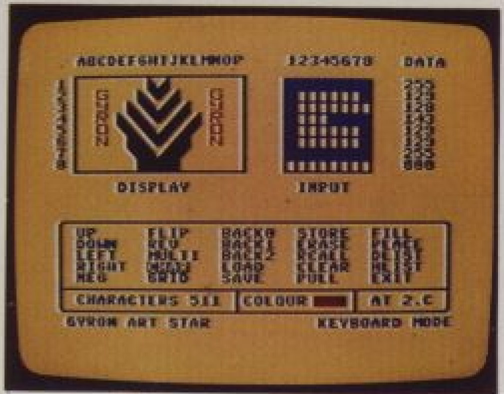


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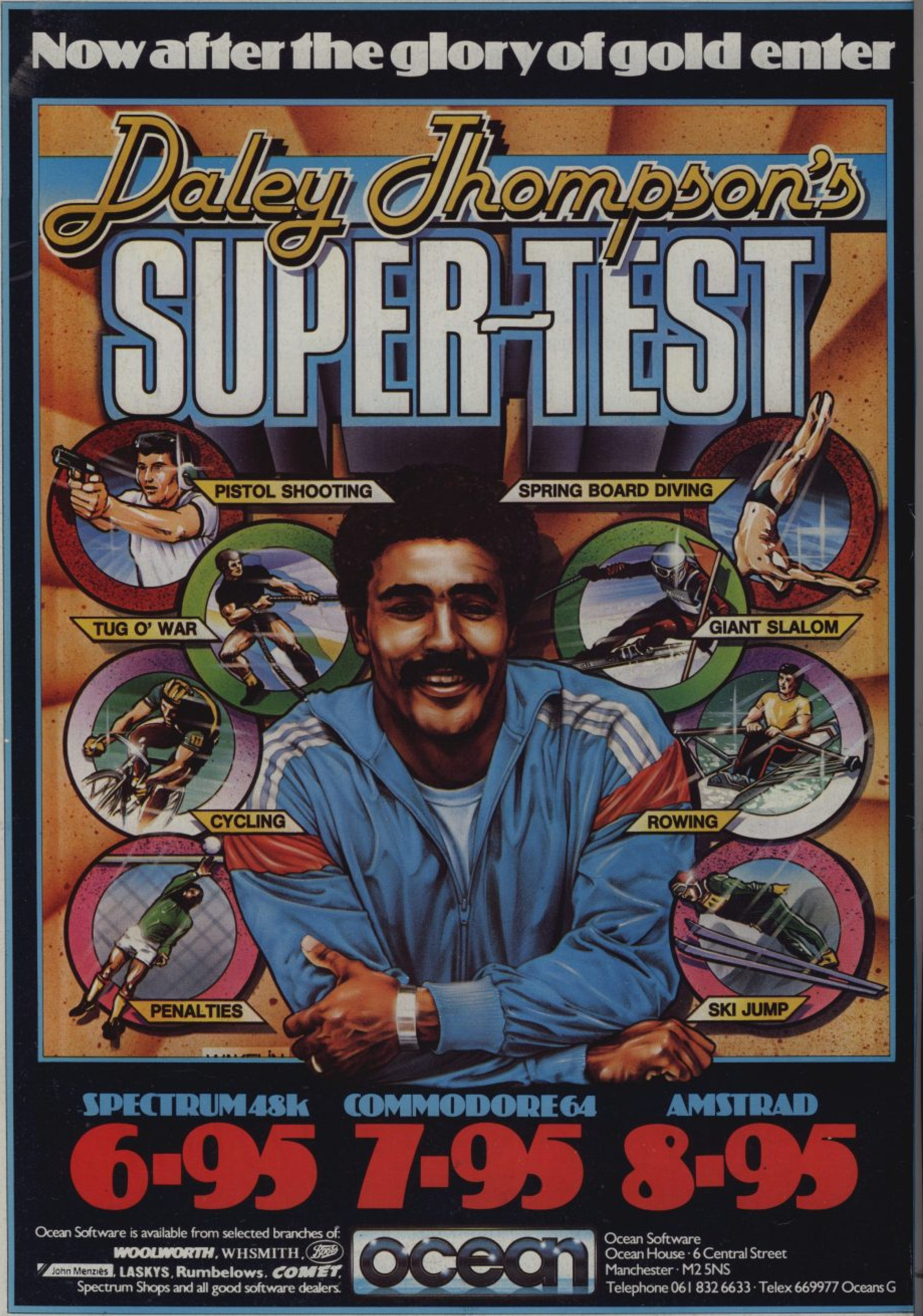


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